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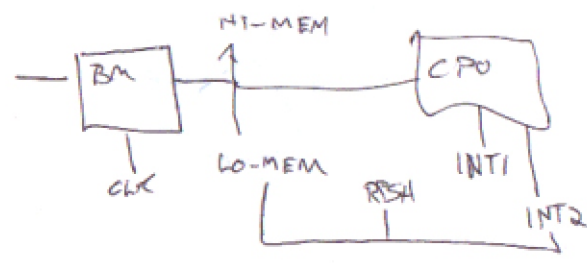
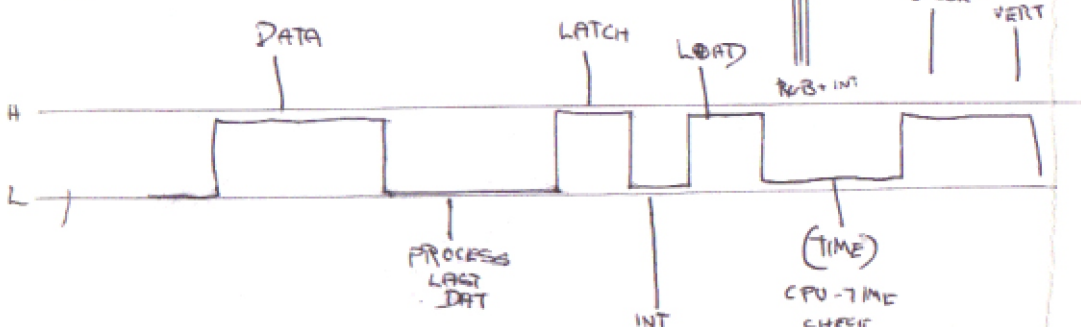
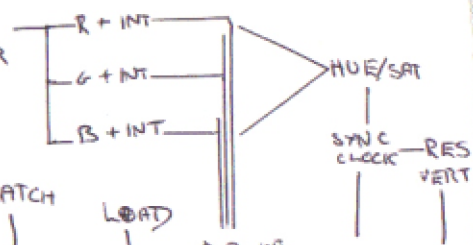
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37E3: 1A80 = PATH SPEC \$

$8\text{BIT} > 16\text{BIT}^2$  [32 BIT FILTER]  $\Rightarrow$  SPLIT  
 DECODER  
 INTERLACE (PLAYBACK) PULSE  
 + DIGITAL ISW INFORMATION



## 1988 Bank and Public Holidays

### England and Wales

New Year	January 1
Good Friday	April 1
Easter Monday	April 4
Bank Holiday	May 2
Bank Holiday	May 30
Bank Holiday	August 29
Christmas Day	December 25
Boxing Day	December 26
Bank Holiday	December 27

### Northern Ireland

New Year	January 1
St. Patrick's Day	March 17
Good Friday	April 1
Easter Monday	April 4
Bank Holiday	May 2
Bank Holiday	May 30
Battle of Boyne	July 12
Bank Holiday	August 29
Christmas Day	December 25
Boxing Day	December 26
Bank Holiday	December 27

### Scotland

New Year	January 1
Bank Holiday	January 4
Good Friday	April 1
Bank Holiday	May 2
Bank Holiday	May 30
Bank Holiday	August 1
Christmas Day	December 25
Boxing Day	December 26
Bank Holiday	December 27

### Republic of Ireland

New Year	January 1
St. Patrick's Day	March 17
Good Friday	April 1
Easter Monday	April 4
Bank Holiday	June 6
Bank Holiday	August 1
Bank Holiday	October 31
Christmas Day	December 25
St. Stephen's Day	December 26
Bank Holiday	December 27

\*To be confirmed

## Calendar Dates 1987-1989

New Year's Holiday  
Shrove Tuesday  
Ash Wednesday  
Mother's Day  
British Summer Time begins  
Spring begins  
Good Friday  
Easter Monday  
Bank Holiday  
Ascension Day  
Late Spring Holiday  
Father's Day  
Summer begins -  
Longest Day  
Holiday in Scotland  
Late Summer Holiday  
Autumn begins  
British Summer Time ends  
Winter begins -  
Shortest Day  
Christmas Day December 25  
Boxing Day December 26



**1987**  
January 1  
March 3  
March 4  
March 29  
March 29  
March 21  
April 17  
April 20  
May 4  
May 28  
May 25  
June 21  
June 21  
August 3  
August 31  
September 23  
October 25  
December 22  
Friday  
Saturday

**1988**  
January 1  
February 16  
February 17  
March 13  
March 27  
March 20  
April 1  
April 4  
May 2  
May 12  
May 30  
June 19  
June 21  
August 1  
August 29  
September 22  
October 23  
December 21  
Sunday  
Monday

**1989**  
January 2  
February 7  
February 8  
March 5  
March 24  
March 27  
May 1  
May 4  
May 29  
June 18  
June 21  
August 7  
August 28  
Monday  
Tuesday

St. Valentine's Day - February 14  
St. David's Day - March 1  
St. George's Day - April 23

St. Patrick's - March 17  
St. Andrew's Day - November 30

# NOTES

## T/EX

Flight 290 Sprites - River types

Hi-Score picture = (1,8) - (154,100) = AAA

Med boat = (2,20) - (26,30) = AA

~~Small~~ <sup>Large</sup> boat = (24,20) - (60,34) = BB

~~Small~~ <sup>Large</sup> boat = (58,22) - (74,28) = CC

~~Small~~ boat ↓ = (6,42) - (14,48) = DD

Med boat ↓ = (14,42) - (32,58) = EE

Large boat ↓ = (38,40) - (54,52) = FF

Small man = (4,66) - (12,70) = GG

Med man = (14,64) - (20,70) = HH

Man Wave 1 = (20,64) - (32,70) = II

Man Wave 2 = (32,62) - (44,70) = JJ

Explosion 1 = (52,66) - (56,72) = KK

Explosion 2 = (62,64) - (74,72) = LL

Explosion 3 = (74,54) - (86,74) = MM

Explosion 4 = (92,54) - (104,72) = NN

Explosion 5 = (108,48) - (124,70) = OO

Explosion 6 = (128,46) - (146,72) = PP

Bridge part = (4,86) - (24,94) = QQ

Lame Over = (36,88) - (62,102) = RR

Diver One = (6,124) - (24,134) = SS

Diver Two = (30,124) - (46,136) = TT

Dead Diver = (56,124) - (60,134) = UU

Fish → = (84,122) - (94,136) = VV

Fish ← = (102,122) - (118,136) = WW

Back drop = (1,142) - (154,146) = ~~XX~~ XX

Enter name = (32,138) - (70,146) = CC



## FLIGHT 290 SPRITES

$$\text{Title} = (20, 19) - (100, 30) = A$$

$$\text{Small plane} = (9, 50) - (20, 62) = B$$

$$\text{Med plane} = (26, 46) - (44, 62) = C$$

$$\text{Large plane} = (52, 42) - (86, 62) = D$$

$$\text{Small explosion} = (92, 52) - (96, 56) = E$$

$$\text{Med explosion} = (98, 50) - (104, 58) = F$$

$$\text{Large explosion} = (108, 46) - (116, 58) = G$$

$$\text{Smoke} = (122, 38) - (134, 60) = H$$

$$\text{Hill backdrop} = (0, 74) - (160, 94) = I$$

$$Q + \text{Insert coin} = (122, 92) - (78, 122) = J$$

$$\text{Parachute \& down} = (96, 42) - (112, 118) = K$$

$$\text{Parachute land one} = (112, 100) - (126, 128) = L$$

$$\text{Parachute land two} = (130, 102) - (150, 120) = M$$

$$\text{Man run one} = (16, 128) - (22, 136) = N$$

$$\text{Man run two} = (22, 128) - (28, 136) = O$$

$$\text{Lock pit} = (0, 154) - (160, 194) = P$$

$$X \text{ square} = (40, 112) - (54, 112) = Q$$

$$\text{Shot fired} = (58, 128) - (62, 134) = R$$

$$60! = (70, 128) - (89, 137) = S$$

$$\text{Speaker 1} = (91, 136) - (104, 146) = T$$

$$\text{Speaker 2} = (108, 136) - (118, 146) = U$$

$$\text{Enemy shot small} = (122, 132) - (126, 136) = V$$

$$\text{Enemy shot med} = (130, 130) - (140, 140) = W$$

$$\text{Enemy shot large} = (142, 130) - (158, 140) = X$$

$$\text{Hi-Score Message} = (1, 112) - (159, 5) = BBB$$



# NOTES

IBM

$$\text{Picture A} = (90, 50) - (106, 64) \Rightarrow N$$

$$\text{Manuscript} = (110, 50) - (116, 62) \Rightarrow O$$

$$\text{light switch} = (120, 57) - (123, 62) \Rightarrow P$$

$$\text{Bed} = (6, 74) - (28, 96) \Rightarrow Q$$

$$\text{large plant} = (30, 78) - (50, 116) \Rightarrow R$$

$$\text{large cabinet} = (54, 80) - (71, 116) \Rightarrow S$$

$$\text{Television} = (76, 96) - (83, 116) \Rightarrow T$$

$$\text{Radio} = (97, 98) - (97, 115) \Rightarrow U$$

$$\text{Case} = (102, 104) - (112, 114) \Rightarrow V$$

$$\text{Standard light} = (112, 82) - (124, 116) \Rightarrow W$$

$$\text{coat hooks} = (4, 122) - (20, 130) \Rightarrow X$$

$$\text{Basson} = (24, 126) - (38, 152) \Rightarrow Y$$

$$\text{Bath tub} = (40, 138) - (60, 154) \Rightarrow Z$$

$$\text{towel} = (68, 138) - (82, 154) \Rightarrow AA$$

$$\text{Blind} = (86, 130) - (104, 154) \Rightarrow BB$$

$$\text{Picture B} = (110, 133) - (122, 145) \Rightarrow CC$$

13PM

SPACE SPRITES

Player ship (18,22) - (30,34) = A

Large ship (40,20) - (68,38) = B

Small ship (68,22) - (84,36) = C

Mother ship (94,20) - (120,66) = D

Medium ship (8,44) - (29,60) = E

Big shot (36,44) - (46,60) = F

Small shot A (52,46) - (56,58) = G

Small shot B (60,46) - (64,56) = H

House Sprites

Wall = (19,15) - (20,24) =&gt; A

Chair → = (28,14) - (39,34) =&gt; B

Chair ← = (62,14) - (73,34) =&gt; C

Table = (42,22) - (60,34) =&gt; D

Bulb = (90,12) - (90,32) =&gt; E

Window = ~~(24,20) - (24,30)~~ (94,10) - (122,38) => F

Cabinet = (6,44) - (19,63) =&gt; G

Hight = (22,56) - (28,64) =&gt; H

Small plant = (29,48) - (40,64) =&gt; I

Shelf = (42,56) - (60,62) =&gt; J

Gold fish bowl = (66,54) - (72,62) =&gt; K

Bottle = (76,54) - (80,64) =&gt; L

Glass = (82,58) - (84,62) =&gt; M

## NOTES

$$\text{Head} = (298, 42) - (370, 60) = Q$$

$$\text{Screen} = (392, 46) - (426, 60) = R$$

$$\text{Keyboard} = (438, 42) - (488, 60) = S$$

$$\text{I or } \$ = (318, 74) - (372, 88) = T$$

$$\text{Num sllc} = N$$

$$\text{Drive in use} = O$$

$$\text{Control sign} = P$$

## FROGLER SPRITES

$$\text{horrg} \rightarrow = (14, 12) - (42, 28) = A$$

$$\text{car} \leftarrow = (50, 12) - (64, 24) = B$$

$$\text{log} = (66, 12) - (88, 26) = C$$

$$\text{House} = (48, 10) - (104, 26) = D$$

$$\text{Van} \rightarrow = (8, 24) - (20, 40) = E$$

$$\text{Car} \leftarrow = (22, 36) - (36, 46) = F$$

$$\text{Frog} = (40, 38) - (54, 52) = G$$

$$\text{Frogger log} = (62, 34) - (104, 50) = H$$

$$\text{Snake} = (4, 56) - (26, 66) = I$$

$$\text{Saved Frog} = (26, 54) - (40, 68) = J$$

$$\text{Game Over} = (46, 88) - (98, 66) = K$$

$$\text{Screen} = (0, 12) - (159, 200) = L$$



SPRITES FOR 3D

BOX 1 = (321) - (45, 57)  $\Rightarrow$  Letter A

Box 2 = (55, 21) - (97, 53)  $\Rightarrow$  letter B

Rock = (101, 23) - (135, 53)  $\Rightarrow$  letter C

Satellite = (149, 15) - (193, 45)  $\Rightarrow$  letter D

Creature = (17, 65) - (51, 91)  $\Rightarrow$  letter E

Blot = (67, 65) - (101, 89)  $\Rightarrow$  letter F

DESK (MAC TYPE)

Document = (42, 38) - (112, 58) = A

Program = (118, 38) - (148, 58) = B

BASIC = (152, 38) - (184, 58) = C

WASTE BIN = (196, 36) - (228, 58) = D

OPTION = (244, 38) - (280, 58) = E

BLANK SQUARE = (80, 70) - (98, 78) = F

CROSSED SQUARE = (100, 70) - (114, 78) = G

INK = (136, 72) - (160, 80) = H

SAVE = (172, 70) - (190, 84) = I

$\leftarrow$  = (210, 74) - (230, 84) = J

$\checkmark$  = (242, 72) - (262, 84) = K

X = (264, 74) - (282, 86) = L

$\rightarrow$  = (290, 74) - (310, 84) = M

TANDY 102

1987 December

28 Monday THE TANDY 102 OPERATING SYSTEM  
BANK HOLIDAY IN UK AND REPUBLIC OF IRELAND HACKED!

The following information is on the Tandy 102 portable computer. Sourced from the 100 model which is a cut down (memory) version - both are fully inter-compatible and both are cosmetically identical.

29 Tuesday

WEEK 52

TRS-80 MODEL 102

LCD - DISPLAY MEMORY LOCATIONS:

(CSRY) - CURSOR POSITION 'Y' (ROW) - 4F639-63033  
(CSRX) - CURSOR POSITION 'X' (COLUMN) - 4F63A-63034  
(BEGLCD) - START LCD MEMORY - 4FE00-65024  
(ENDLCD) - END LCD MEMORY - 4FF40-65344

30 Wednesday

TEXT DISPLAY (LCD)

(HEX)

WEEK 52

(CRLF) - CARRIAGE RETURN + LINE FEED - 4222-16930  
(HOME) - HOMES CURSOR (1,1) - 422D-16941  
(CLS) - CLEARS DISPLAY - 4231-16945  
(LOCK) - LOCKS DISPLAY (NO SCROLLING) - 423F-16959  
(UNLOCK) - UNLOCKS DISPLAY (SCROLLING) - 4244-16964  
(CURSON) - TURNS ON CURSOR - 4249-16969  
(CUROFF) - TURNS OFF CURSOR - 424E-16974



December 1987 January 1988

WEEK 52

TEXT PROCESSING (LCD) (HEX) Thursday 31

- (DELLN) - DELETES LINE AT CURSOR - 4253 - 16979  
(INSLN) - INSERTS LINE AT CURSOR - 4258 - 16984  
(ENTREV) - SETS REVERSE CHR MODE - 4269 - 17001  
(EXTREV) - RESETS CHR MODE (NORMAL) - 426E - 17006

WEEK 52

TEXT + GRAPHIC DISPLAY

Friday 1

NEW YEAR'S DAY

- (PRINT) - PRINTS CHR AT CURSOR - 4B44 + CHR - 19268  
(PLOT) - SW ON PIXEL AT X,Y-744C + D=X, E=Y - 29772  
(UNPLOT) - SW OFF PIXEL - 744D + D, E - 29773

WEEK 52

PRINTER ROUTINES

Saturday 2

- (PANTR) - SENDS CHR TO PRINTER - 6D3F + CHR - 27967  
(PRTLCD) - PRINTS CONTENTS OF LCD - 1E5E - 7774

WEEK 52

Sunday 3

TANDY 102

1988 January

4 Monday (HEX CODES)

WEEK 1

KEYBOARD ROUTINES

(KYREAD) INKEY STATEMENT - 7242 - 29250

(INPUT) WAITS - GETS CHR - 12CB + A - 4811

(CHSNS) CHECKS QUEUE FOR CHR - 137B + Z - 5083

(INLIN) GETS LINE FROM KEYBOARD - 4644 (STORED F685)  
- 17988

5 Tuesday FUNCTION KEYS (HEX)

WEEK 1

(CLRANK) - CLEARS ALL DEFINITIONS - 5A79 - 23161

(PSFNK) - DISPLAYS FUNCTION KEYS - 42A8 - 17064

(ERPNK) - ERASES FUNCTION TABLE - 428A - 17034

(PSFNK) - DISPLAYS FUNCTION TABLE - 5A9E - 23198

6 Wednesday INTERNAL MODEM ROUTINES (HEX)

WEEK 1

(DISC) - DISCONNECTS PHONE LINE - 52BB - 21179

(CONN) - CONNECTS PHONE LINE - 52D0 - 21200

(DIAL) - DIALS PHONE No. - 532D + HL = PHONE ADDRESS - 21293

(SENDQ) - RESUME 'XON' - 6E0B - 28171

(SENDCS) - RESUME 'XOFF' - 6E1E - 28190

(SP232) - SENDS CHR RS/MODEM DEPENDING  
ON 'XON' OR 'XOFF' - 6E32 + A - 28210

RS-232-C ROUTINES

(HEX) Thursday 7

WEEK 1

(RVX) - CHECKS RS QUEUE -  $6D6D + A$  (SET) 2FLAG  
(RV232C) - GETS CHR FROM RS -  $6D7E + A$  (SET)  
(BAUDST) - SETS BAUD RATE FOR RS -  $6E75 + H$  (1-9,M)  
(CLSCOM) - DEACTIVATES ALL COMMS - 6ECB - 28363

CASSETTE RECORDER ROUTINES

(HEX) Friday 8

WEEK 1

(DATAR) - READS CHR, NO CHECKSUM -  $702A + D$  (SET) - 28714  
(CTON) - TURNS ON MOTOR - 14A8 - 5288  
(CTOFF) - TURNS OFF MOTOR -  $14AA + A$  - 5290  
(DATAW) - WRITES CHR, NO CHECKSUM -  $6F5B + A$  - 28507  
(SYNCR) - READS HEADER + SYNC BYTE -  $6F85$  - 28549  
(SYNCW) - WRITES HEADER + SYNC BYTE -  $6F46$  - 28486

RAM FILE ALLOCATION TABLE

(HEX) Saturday 9

WEEK 1

The directory table (F962) contains information on all file location, type, and status.

EACH FILE IS MANAGED BY AN 11 BYTE DIRECTORY ENTRY. IN THE FORMAT:

WEEK 1

Sunday 10

BYTE ONE = DIRECTORY FLAG  
BYTES 2-3 = ADDRESS OF FILE  
BYTES 4-11 = 8-BYTE FILENAME



TANDY 102

1988 January

11 Monday THE DIRECTORY FLAG (FAT)

WEEK 2

BIT 7 (MSB) : 1 is a valid entry  
BIT 6 . . . . . : 1 for ASCII file (po)  
BIT 5 . . . . . : 1 for machine language (co)  
BIT 4 . . . . . : 1 for ROM file  
BIT 3 . . . . . : 1 for invisible file  
BIT 2 . . . . . : reserved  
BIT 1 . . . . . : reserved  
BIT 0 . . . . . : internal use only

12 Tuesday SEARCH FOR FILE IN DIR (HEX)

WEEK 2

Entry Address (Hex): 5AA9

Entry conditions: DE = ADDRESS (ASCII FILENAME + 0 BYTE)

Exit conditions: HL = start address (TOP)

Z FLAG:

0 = (FILE FOUND)

1 = (FILE NOT FOUND)

13 Wednesday ERASE TEXT (PO) FILE (HEX)

WEEK 2

Entry Address: 1FBE

Entry conditions: DE = file TOP start address

HL = address of directory entry (flag)

WEEK 2

Other Routines

(HEX)

Thursday 14

(INITIO) - COLD START RESET - 6CD6 - 27862

(IOINIT) - WARM START RESET - 6CE0 - 27872

(MENU) - GOES TO MENU - 5797 - 22423

(MUSIC) - MAKES TONE - 72C5 + DE = FREQ, B = DURATION

(TIME) - READS SYSTEM TIME - 190F + HL = ADDRESS

(DATE) - READS SYSTEM DATE - 192F + HL = ADDRESS

(DAY) - READS SYSTEM DAY - 1962 + HL = ADDRESS

WEEK 2

Friday 15

WEEK 2

Saturday 16

WEEK 2

Sunday 17



TANDY 102  
1988 January

18 Monday TANDY 102 ASCII CODES

WEEK 3

□ = 32	' = 39	. = 46	<del>6 = 53</del>	CHR 12 = CLS
! = 33	( = 40	/ = 47	<del>7 = 54</del>	
" = 34	) = 41	<del>1 = 48</del>	<del>8 = 55</del>	
# = 35	* = 42	<del>2 = 49</del>	<del>9 = 56</del>	
\$ = 36	+ = 43	<del>3 = 50</del>		
% = 37	, = 44	<del>4 = 51</del>		
& = 38	- = 45	<del>5 = 52</del>		

19 Tuesday TANDY 102 ASCII CODES CONT..

WEEK 3

Ø = 48	1 = 55	> = 62	E = 69	L = 76	S = 83
1 = 49	8 = 56	? = 63	F = 70	M = 77	T = 84
2 = 50	9 = 57	@ = 64	G = 71	N = 78	U = 85
3 = 51	: = 58	A = 65	H = 72	O = 79	V = 86
4 = 52	; = 59	B = 66	I = 73	P = 80	W = 87
5 = 53	< = 60	C = 67	J = 74	Q = 81	X = 88
6 = 54	= = 61	Ø = 68	K = 75	R = 82	Y = 89

20 Wednesday TANDY 102 ASCII CODES CONT...

WEEK 3

z = 90	a = 97	h = 104	o = 111	v = 118
[ = 91	b = 98	i = 105	p = 112	w = 119
\ = 92	c = 99	j = 106	q = 113	x = 120
] = 93	d = 100	k = 107	r = 114	y = 121
^ = 94	e = 101	l = 108	s = 115	z = 122
_ = 95	f = 102	m = 109	t = 116	
\ = 96	g = 103	n = 110	u = 117	

TANDY 102

January 1988

WEEK 3

TANDY 102 ASCII CODES

Thursday 21

{ = 123	¢ = 130	√ = 137	⌠ = 144	‰ = 151
= 124	Ⓔ = 131	≠ = 138	⌡ = 145	↑ = 152
3 = 125	⌚ = 132	Σ = 139	⌢ = 146	↓ = 153
~ = 126	± = 133	≈ = 140	⌣ = 147	→ = 154
DEL = 127	Ⓕ = 134	± = 141	⌤ = 148	← = 155
☎ = 128	Ⓖ = 135	∫ = 142	⌥ = 149	
▲ = 129	i = 136	◀ = 143	♀ = 150	

WEEK 3

TANDY 102 ASCII CODES CONT...

Friday 22

⊕ = 156	£ = 163	Ⓖ = 170	Ä = 177	ü = 184
◇ = 157	• = 164	Ⓖ = 171	ö = 178	ß = 185
♥ = 158	μ = 165	¼ = 172	ü = 179	™ = 186
♠ = 159	o = 166	¾ = 173	⌘ = 180	ë = 187
□ = 160	▼ = 167	½ = 174	• = 181	ù = 188
à = 161	† = 168	¶ = 175	ä = 182	¨ = 189
ç = 162	Ⓖ = 169	⌘ = 176	ö = 183	ƒ = <del>188</del> 191

WEEK 3

Saturday 23

These codes are character codes for the Tandy portable model 102.

WEEK 3

Sunday 24

Although the Tandy 102 has an ASCII character set, some ~~ext~~ other characters are non-standard. Most of these are graphic.



TANDY 102

1988 January

25 Monday TANDY 102 ASCII CODES

WEEK 4

â = 192	ï = 199	ä = 206	ï = 213	ý = 220
ê = 193	á = 200	õ = 207	ë = 214	ù = 221
î = 194	í = 201	â = 208	ẽ = 215	ẽ = 222
ô = 195	ó = 202	ê = 209	â = 216	â = 223
û = 196	ú = 203	↑ = 210	í = 217	
^ = 197	ý = 204	ô = 211	ó = 218	
ë = 198	ñ = 205	û = 212	ú = 219	

26 Tuesday TANDY 102 ASCII CODES

WEEK 4

□ = 224	▬ = 231	▣ = 238	l = 245	▴ = 251
▪ = 225	▬ = 232	▣ = 239	L = 246	▴ = 252
▩ = 226	▩ = 233	r = 240	┘ = 247	▴ = 253
▩ = 227	▩ = 234	— = 241	┘ = 248	▴ = 254
▩ = 228	▩ = 235	7 = 242	┘ = 249	▩ = 255
▩ = 229	▩ = 236	τ = 243	┘ = 250	
▩ = 230	▩ = 237	┘ = 244		

27 Wednesday

WEEK 4

ADDED TO THE ABOVE CODES ARE:

□ = BLANK (SPACE)

WEEK 5.

## ~~SOUND FREQUENCIES~~

~~Thursday 4~~

~~OCTAVE-2~~

### NOTE

~~FRES~~

PERIOD

2



OCTAVE -2

WEEK 5

$$C = 65.406$$
$$G = 97.999$$
$$C_{\text{eff}} = 69.296$$
$$G\# = 103.826$$
$$p = 73.416$$
$$A = 110.000$$
$$D^* = 77.782$$

$A\# = 116.541$

$$E = 82.407$$
$$B = 123.471$$
$$F = 87.307$$
$$F^* = 92.499$$

WEEK 5

## Saturday 6

WEEK 5

## Sunday 7

# FREQUENCY

1988 February

## 8 Monday FREQUENCIES

WEEK 6

OCTAVE -2

LOWER

C = 65	F# = 92
C* = 69	G = 98
D = 73	G# = 104
D* = 78	A = 110
E = 82	A* = 117
F = 87	B = 123

## 9 Tuesday

WEEK 6

OCTAVE -1

C = 131	F# = 185
C* = 139	G = 196
D = 146	G# = 208
D* = 156	A = 220
E = 165	A* = 233
F = 175	B = 247

## 10 Wednesday

WEEK 6

OCTAVE 0

C = 262	F# = 370
C* = 277	G = 392
D = 294	G# = 415
D* = 311	A = 440
E = 330	A* = 466
F = 349	B = 494



February 1988

WEEK 7

FREQUENCIES

Thursday 18

OCTAVE +1

HIGHER

C = 523	F* = 740
C* = 554	G = 784
D = 587	G# = 830
D* = 622	A = 880
E = 659	A* = 932
F = 698	B = 988

WEEK 7

Friday 19

OCTAVE +2

C = 1047	F* = 1479
C* = 1109	G = 1568
D = 1175	G# = 1661
D* = 1245	A = 1760
E = 1319	A* = 1865
F = 1397	B = 1976

WEEK 7

OCTAVE +3

Saturday 20

C = 2093	F* = 2960
C* = 2217	G = 3136
D = 2349	G# = 3322
D* = 2489	A = 3520
E = 2637	A* = 3729
F = 2794	B = 3951

WEEK 7

Sunday 21

## GENERAL

1988 February

22 Monday TANDY → IBM COLOURS

WEEK 8

NUMBER	IBM	TANDY	NUMBER	IBM	TANDY
1	BLUE	BLUE	8	D GRAY	BROWN
2	GREEN	GREEN	9	L BLUE	L BLUE
3	CYAN	CYAN	10	L GREEN	L GREEN
4	RED	RED	11	L <del>RED</del> CYAN	L CYAN
5	MAGEN	MAGENTA	12	L <del>MAG</del> RED	L RED
6	YELLOW	RED	13	L MAG	L MAG
7	GRAY	GRAY	14	L YELLOW	L YELLOW

23 Tuesday

WEEK 8

SCREEN 0 = TEXT MODE

SCREEN 1 = GRAPHIC, BUT ONE COLOUR TEXT 40COL

SCREEN 2 = B/W GRAPHIC

SCREEN 4 = STANDARD IBM DISPLAY

SCREEN 3 = 16 COLOUR, 160x200

24 Wednesday

WEEK 8

EQUATION FOR FREQ/PERIOD

$$\text{FREQUENCY} = 440 * (2^{(\uparrow(\text{OCTAVE} + ((N-10)/12)))})$$

$$\text{PERIOD} = \text{ROUND}(62500 / \text{FREQUENCY})$$

... where N is 1 for C, 2 for C#, 3 for D, etc.....

February 1988

WEEK 8

SOUND DURATION

Thursday 25

UNDERLINES FOR PLAY.

1 = WHOLE NOTE

2 = HALF NOTE

4 = QUARTER NOTE

8 = EIGHTH NOTE

16 = SIXTEENTH NOTE

WEEK 8

JOYSTICK TAP CODES

Friday 26

0 = (x) co-ordinate of Joystick A.

1 = (y) co-ordinate of Joystick A.

2 = (x) co-ordinate of Joystick B.

3 = (y) co-ordinate of Joystick B.

WEEK 8

BUTTON CODES

Saturday 27

1 = Joystick A Button.

3 = Joystick B Button.

WEEK 8

Sunday 28

All entries where -1 = True  $\Rightarrow$  Yes

0 = Else  $\Rightarrow$  No



# FREQUENCY - PERIODIC

1988 February/March

29 Monday PERIODIC SOUND TABLES

WEEK 9

OCTAVE -2

C = 956	F# = 676
C# = 902	G = 638
D = 851	G# = 602
D# = 804	A = 568
E = 758	A# = 536
F = 716	B = 506

1 Tuesday

WEEK 9

ST DAVID'S DAY OCTAVE -1

C = 478	F# = 338
C# = 451	G = 319
D = 426	G# = 301
D# = 402	A = 284
E = 379	A# = 268
F = 358	B = 253

2 Wednesday

WEEK 9

OCTAVE 0

C = 239	F# = 169
C# = 225	G = 159
D = 213	G# = 150
D# = 201	A = 142
E = 190	A# = 134
F = 179	B = 127

PERIODIC SOUND TABLES

WEEK 9

OCTAVE 1

Thursday 3

C = 119	F* = 84
C* = 113	G = 80
D = 106	G* = 75
D* = 100	A = 71
E = 95	A* = 67
F = 89	B = 63

WEEK 9

Friday 4

OCTAVE +2

C = 60	F* = 42
C* = 56	G = 40
D = 53	G* = 38
D* = 50	A = 36
E = 47	A* = 34
F = 45	B = 32

WEEK 9

OCTAVE +3

Saturday 5

C = 30	F* = 21
C* = 28	G = 20

WEEK 9

Sunday 6

D = 27	G* = 19
D* = 25	A = 18
E = 24	A* = 17
F = 22	B = 16

# FREQUENCY - PERIODIC

1988 February/March

## 29 Monday PERIODIC SOUND TABLES OCTAVE -2

WEEK 9

C = 956	F# = 676
C# = 902	G = 638
D = 851	G# = 602
D# = 804	A = 568
E = 758	A# = 536
F = 716	B = 506

## 1 Tuesday

WEEK 9

ST DAVID'S DAY OCTAVE -1

C = 478	F# = 338
C# = 451	G = 319
D = 426	G# = 301
D# = 402	A = 284
E = 379	A# = 268
F = 358	B = 253

## 2 Wednesday

WEEK 9

OCTAVE 0

C = 239	F# = 169
C# = 225	G = 159
D = 213	G# = 150
D# = 201	A = 142
E = 190	A# = 134
F = 179	B = 127



PERIODIC SOUND TABLES

WEEK 9

OCTAVE 1

Thursday 3

C = 119	F# = 84
C# = 113	G = 80
D = 106	G# = 75
D# = 100	A = 71
E = 95	A# = 67
F = 89	B = 63

WEEK 9

Friday 4

OCTAVE +2

C = 60	F# = 42
C# = 56	G = 40
D = 53	G# = 38
D# = 50	A = 36
E = 47	A# = 34
F = 45	B = 32

WEEK 9

OCTAVE +3

Saturday 5

C = 30	F# = 21
C# = 28	G = 20
D = 27	G# = 19
D# = 25	A = 18
E = 24	A# = 17
F = 22	B = 16

WEEK 9

Sunday 6

# FREQUENCY XOR

1988 March T102 SOUND FREQUENCIES

**Lombard**  
North Central  
P.L.C.  
Banking Services - Credit Finance - Leasing

7 Monday

WHERE 1 = LOW > 5 = HIGH

WEEK 10

OCTAVE 1

C = 9394

F\* = 6642

C\* = 8866

G = 6269

D = 8368

G\* = 5918

D\* = 7900

A = 5586

E = 7456

A\* = 5272

F = 7032

B = 4976

8 Tuesday

WEEK 10

OCTAVE 2

C = 4697

F\* = 3321

C\* = 4433

G = 3134

D = 4184

G\* = 2959

D\* = 3950

A = 2793

E = 3728

A\* = 2693

F = 3516

B = 2488

9 Wednesday

WEEK 10

OCTAVE 3

C = 2348

F\* = 1660

C\* = 2216

G = 1567

D = 2092

G\* = 1479

D\* = 1975

A = 1396

E = 1864

A\* = 1318

F = 1758

B = 1244

March 1988

WEEK 10

Thursday 10

OCTAVE 4

$C = 1174$

$F* = 830$

$C = 587$

$C* = 1108$

$G = 783$

$C* = 554$

$D = 1046$

$G* = 739$

$D = 523$

$D* = 987$

$A = 698$

$D* = 493$

$E = 932$

$A* = 659$

$E = 466$

$F = 879$

$B = 622$

$F = 439$

WEEK 10

Friday 11

WHERE  $L = \text{LENGTH}$  //  $S = \text{SECONDS}$

$S = L/50$

VERB AUDIBAE OVER 8

WEEK 10

Saturday 12

WEEK 10

Sunday 13

MOTHER'S DAY

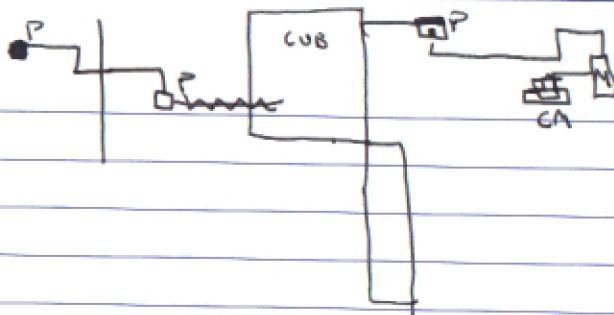


1988 March

VID SYSTEM 3



14 Monday



WEEK 11

15 Tuesday

VID SYSTEM 3

WEEK 11

COM PORT SETTINGS

BP\$ = BAUD RATE

CP\$ = COM PORT

PR\$ = PARITY

DB\$ = DATA BITS

SB\$ = STOP BITS

COM SETTINGS

ADDRESS 8020

9010 = COM PORT GET

SUB-ROUTINE

16 Wednesday

WEEK 11

6031

WEEK 12

INFORMATION STORAGE (HANDYMAN)

Thursday 24

BIT = BACKGROUND TO WINDOW (MENU TYPE) IN USE

AP-2

CLASSIFICATION: HANDYMAN

WEEK 12

Friday 25

FILES	SYSTEM CHANGE	TELEPHONE
DOCUMENT - A	JOYSTICK - F	TELEPHONE - G
EXE - B	WASTE BIN - L	USER FILE - C
USER FILE - C	OK - M	DISC - E
UNKNOWN FILE - D	✓ - N	FACE - CC
DISC - E	X - O	MAGNIFY GLASS
! - J	OFF BUTTON - T	

WASTE BIN - L

WEEK 12

2<sup>nd</sup> - S

FILING CABINET - AA

COVER DISC - FF

WEEK 12

ON BUTTON - U

SPEAKER - V

VOL CONTROL - W

VOL KNOB - X

LAMP - Z

COMPUTER - EE

! - J

Saturday 26

Sunday 27

BRITISH SUMMERTIME BEGINS

1988 March

28 Monday

WEEK 13

READ

WRITE

DOCUMENT-A

DOCUMENT-A

FILING CAB-AA

DISK-E

DISK-E

MAGNIFY GLASS-I

PENCIL-BB

WASTE BIN-L

LAMP-Z

ERASER-Q

WASTE BIN-L

FILING CABINET-AA

ERASER-Q

29 Tuesday

WEEK 13

CALCULATOR

PRINTER

CALCULATOR-DD

WASTE BIN-L

WASTE BIN-L

PRINTER-H

DUMPER TRUCK-K

X - N

✓ - O

ON BUTTON-U

OFF BUTTON-T

30 Wednesday

WEEK 13

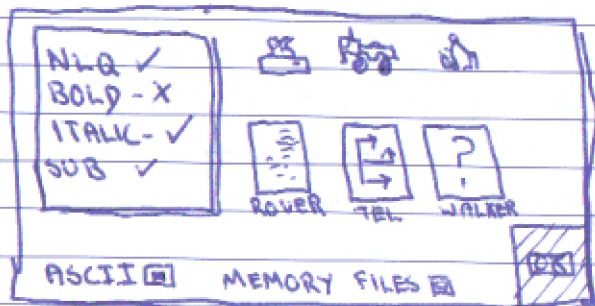


March/April 1988

WEEK 13

PRINTER-SAMPLE SETUP

Thursday 31

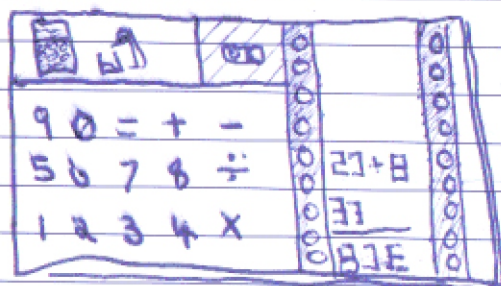


WEEK 13

CALCULATOR-SAMPLE SETUP

Friday 1

GOOD FRIDAY



WEEK 13

Saturday 2

WEEK 13

Sunday 3

EASTER DAY

1988 April

4 Monday  DISK

OPTIONS

GOODIES

WEEK 14

EASTER  MONDAY

DIR	READ	PRINT
LOAD	WRITE	FONTS
SAVE	INFO	FIND
<del>SAVE AS</del>	TELEPHONE	MUSIC
DELETE	CALCULATOR	PICTURE
QUIT	HELP	EXTRAS

5 Tuesday

WEEK 14

disk-dir

			
			DONT REMOVE DISK



6 Wednesday

WEEK 14

April 1988

WEEK 14

Thursday 7

DISC = (13,0) - (46,6)  
VATSE = (29,105) - (91,120)  
DOCUMENT = (112,126) OTHER FILE = (139,126)

WEEK 14

Friday 8

FILE ROTINE TO STORE DIRECTORY AT -1,9000  
FLS = ARRAY POSITION NUMBER  
FL\$ = TITLE OF FILE IN ARRAY  
FLSQ = LAST FILE - HOW MANY FILES

DIRECTOR.DAT = DISC DIRECTORY CREATED ON A NEW  
DISC BY - FILE ROTINE

WEEK 14

Saturday 9

WR = PIM WORD.DAT FIL  
WRB = TEXT

WEEK 14

Sunday 10



1988 April



11 Monday 400 = COM

WEEK 15

RS\$ = BAUD RATE (5, 6, 8)

PY\$ = PARITY (I, O, E, N)

WL\$ = WORD LENGTH (6, 7, 8)

XN\$ = XON/XOFF (E, D)

9005 = X1 TO X2

9000 = LOGORITHMN

9010 = X2 TO X1

9015 = X1 TO X2

9020 = X2 TO X1

12 Tuesday VIDEO-FUSION & SPEC

OLD TANDY  
VERSION

WEEK 15

BG = FIRST CHARACTER => APPLICATION

BG = ! => TEXT (UP TO END OF 'X')

BG = \* => LINE (TWO CO-ORDS LINKED)

BG = @ => RECTANGLE (ENDING IN AN 'F' = BF)

BG = / => CIRCLE (INCLUDING CO-ORDS AND SIZE)

BG = & => FILL

13 Wednesday VIDEO-FUSION = INTERACTION

WEEK 15

BG = \$ => INPUT ~~CHARACTER~~ STRING WITH 'DEFINED' AMOUNT OF CHARACTERS AT ~~SPECIFIED~~ ~~CHAR~~ BOTTOM LINE: \$ IS STORED IN A CHR\$ STORE.

BG = % => GOT CHR\$ = A NEW VIDEO PAGE

1988 April

~~XM~~

VERB

**Lombard**  
**North Central**  
Banking Services Credit Finance Leasing

~~XM~~ SPRITES

## 18 Monday

WEEK 16

A = PLY SHIP

H = JELLY FISH

B = SEC 2 (YELLOW)

I = J FISH EXTRA

C = SEC 2 EXTRA

J = MOUTHS

D = ALIEN PLANT

K = M EXTRA

E = A PLANT EXTRA

L = PROJECTILE

F = EYES MUSH

M = SAUS PROJECTILE

G = EYES MUSH EXTRA

N = POW!

## 19 Tuesday

WEEK 16

O = 100 POINTS

U = AL EXPL 1

P = PLY EXPL 1

V = AL EXPL 2

Q = PLY EXPL 2

W = AL EXPL 3

R = PLY EXPL 3

Z = BRAIN

S = PLY EXPL 4

T = PLY EXPL 5

## 20 Wednesday

WEEK 16

AA = SAUCER

II = BUG

BB = LOGO

SS = EYE + SOCKET

CC = MISSILE

KK = BONUS

DD = LIPE

LL = LASER CRYSTAL

EE = GAME OVER

MM = BATTERY

FF = LASER CANNON

GG = ROVER

HH = APPLE

4-90-

April 1988

WEEK 16

Thursday 21

PT = OTHER ALIEN AMOUNT

EX(PP) = OTR X ; EX(PP) = OTR X

AL(PP) = TYPE

TYPE =

1 = SAUCER , 2 = MISSILE

3 = APPLE , 4 = BUG

5 = ROVER , 6 = EYE

WEEK 16

Friday 22

<sup>1</sup>  
EX, EY

<sup>2</sup>  
EX, EY

395 = LAST PASH

500 = END LV 1

SUBQ

BA, BY

300-390 OBJECT

WEEK 16

Saturday 23

WEEK 16

Sunday 24

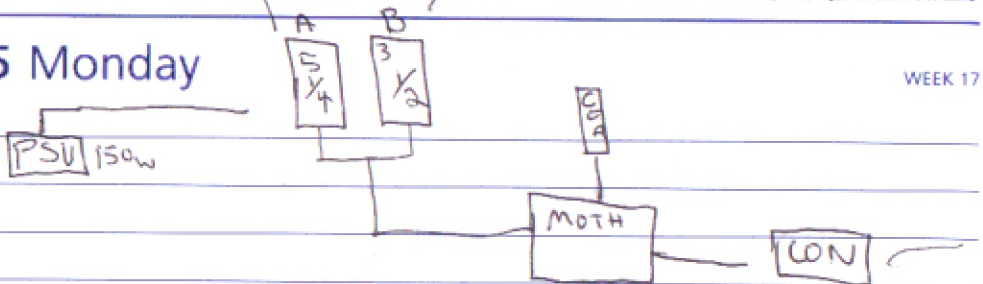


1988 April 360

720

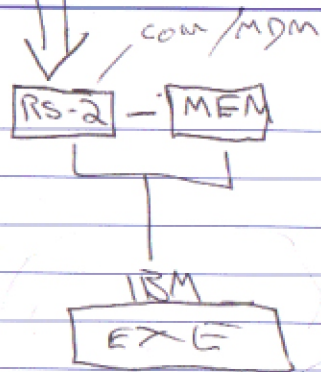
25 Monday

WEEK 17



26 Tuesday

WEEK 17



27 Wednesday

WEEK 17

1988 May

16 Monday

REMOTE UNIT

WEEK 20

VCR BUTTON = (8,36) - (26,42)

TV BUTTON = (13,48) - (21,52)

FORWARD BUTTON = (23,70) - (33,77)

BACKWARD BUTTON = (10,90) - (20,98)

STOP BUTTON = (10,105) - (20,112)

EJECT BUTTON = (30,97) - (42,105)

17 Tuesday

TELEVISION

WEEK 20

ON BUTTON = (95,107) - (97,110)

OFF BUTTON = (103,107) - (106,110)

SPEAKER = (125,105) - (140,119)

SCREEN = (95,50) - (140,99)

18 Wednesday

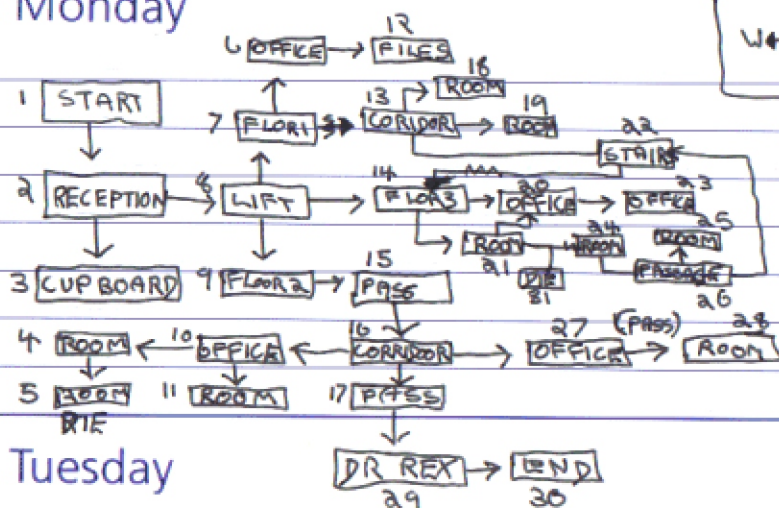
WEEK 20

1988 May

DR REX - TANDY 102

23 Monday

WEEK 21



24 Tuesday

WEEK 21

OBJECTS

'FILES' // ROOM 12 => 23 GET FILES  
 'NOTEBOOK' // ROOM 3 => 25 GET NOTEBOOK  
 'PASS' // ROOM 25 => 15 GET PASS  
 'CARDOUT' // ROOM 11 => 24 KEEP CARDOUT  
 '=> 17 GET CARDOUT'

25 Wednesday

WEEK 21



May 1988

WEEK 21

Thursday 26

WEEK 21

WEEK 21  
010300 POP ~~8~~ DI

POP ~~4~~ 51[illegible]

POST 95

MOV AH, CD

MOV AH, 80

MOV [DI], AX

Wiederholung

POSA ~~4~~ S

POSTA

IRET

WEEK 21

## Saturday 28

WEEK 21

## Sunday 29

1988 June

ROVER X

WINDOWS SERVER

6 Monday

WEEK 23

$(255) + (32) = \text{NEW WINDOW SETUP} +$   
 $12 \text{ CHR ASCII TITLE} +$   
 $\text{TX} + \text{TY} + \text{BX} + \text{BY} (\text{ALL} + 32)$

47,20

u

~~7 Tuesday~~

WEEK 23

PRT SCRN - SERVICE ROUTINE AT  
F000: EC52

14 EB: 0335 - CTRL BREAK  
(35, 03, EB, 14)  $\nwarrow$  F0114

8 Wednesday

F000:

PUSH DS  
MOV AX, 0  
MOV DS, AX - NEW DS  
MOV DI, [8C] - ADDR  
MOV SI, [8E] - SEG

WEEK 23

POP DS

SMP ~~AX~~ SI, DI

June 1988

WEEK 23

Thursday 9

AMCHAR.DAT = CHARACTER EXTENSION FOR CPG128

160 x 200

320 x 200

640 x 200

ARRAY AS

AXCE1 = MODE 1

AXCE0 = MODE 0

AXCE2 = MODE 2

WEEK 23

Friday 10

~~25 03 1544~~

C102 IF516

00 F01 5AFF

F516 / C102 = INT 20

CHIC = 00F01 53FF

F000 IF53

WEEK 23

~~02 61~~ Saturday 11

L 000010014 = 02C1 : F16FS

~~F0001 FFS4~~

WEEK 23

Sunday 12

000010014 = FF F5, 16, C1, 02

14FB / 02FA



1988 June

13 Monday

~~AMSTRAD GISS KEYBOARD SET~~

WEEK 24

1	<del>ABS</del> BORDER	9	CURSOR (NULL)
2	CAT	10	DATA
3	CHAIN	11	DELETE
4	CLEAR	12	DI (NULL)
5	CLOSE IN	13	DIM
6	CLOSE OUT	14	DRAW
7	CLS	15	DRAWR (DRAW)
8	CONT	16	EDIT

14 Tuesday

WEEK 24

17	EI (NULL)	25	FOR
18	END	26	FRAME (NULL)
? 19	ENT (?)	27	GOSUB
? 20	ENV (?)	28	GOTO
21	ERASE	29	GRAPHICS PAPER
22	ERROR	30	GRAPHICS PEN
23	FILL	31	IF
24	FIX	32	INK

15 Wednesday

WEEK 24

33	INKEY	41	LIST
34	INKEY\$	42	LOAD
35	INPUT	43	LOCATE
36	INSTR	44	LOWER\$
37	JOY	45	MID\$
38	LEFT\$	46	MODE
39	LET	47	MOVE
40	LINE INPUT	48	MOVER (MOVE)

June 1988

WEEK 24

Thursday 16

44	NEW	57	ORIGIN
50	NEXT	58	OUT (NULL)
51	ON BREAK CONT	59	PAPER
52	ON BREAK GOSUB	60	PEEK
53	ON BREAK STOP	61	PEN
54	ON BREAK GOTO	62	PLOT
55	OPENIN	63	PRINT
56	OPENOUT		

WEEK 24

Friday 17

64	PRINT USING	72	ROUND
65	RANDOMIZE	73	RUN
66	READ	74	SAVE
67	REM	75	SOUND
68	RENUM	76	STOP
69	RESTORE	77	<del>SEE</del> UPPER\$
70	RETURN	78	WEND
71	RIGHT\$	79	WHILE

WEEK 24

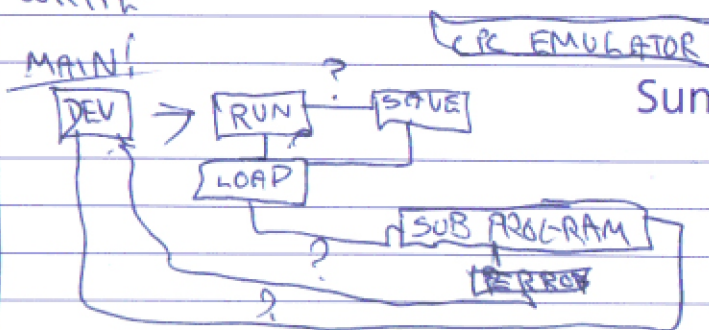
Saturday 18

80	WIDTH
81	WRITE

WEEK 24

Sunday 19

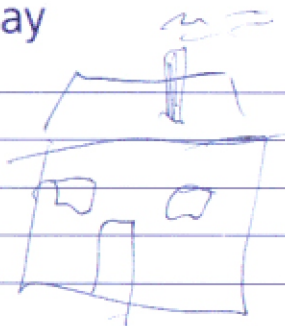
FATHER'S DAY



1988 July

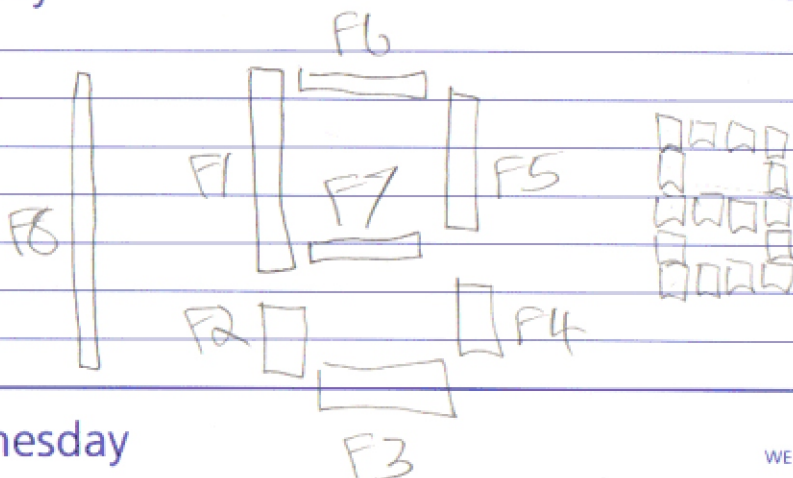
11 Monday

WEEK 28



12 Tuesday

WEEK 28



13 Wednesday

WEEK 28

F1 =





July 1988

WEEK 28

ROB O - AERO

Thursday 14

0 = BLANK

1 = PATH WAY

2 = PURPLE FENCE

3 = WATER

[ 4 = USED PATHWAY ]

[ 5 = DEEP WATER ]



WEEK 28

Friday 15

P = START POS

+ = ENERGY EXTRA (ENERGIZER)

WEEK 28

Saturday 16

X = EXIT

O = FLY (E)

% = CYBER (E)

WEEK 28

Sunday 17

E = CHARGER (E) - CHG

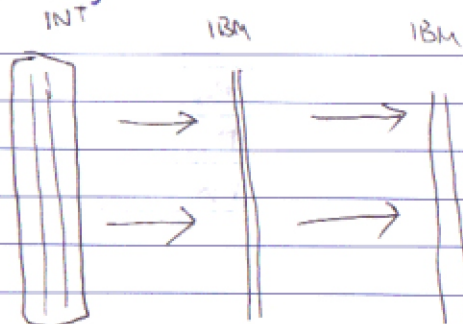
CI = FL / CC = CHR / CX, CY / CP = COL

CV = COW CHR

1988 July

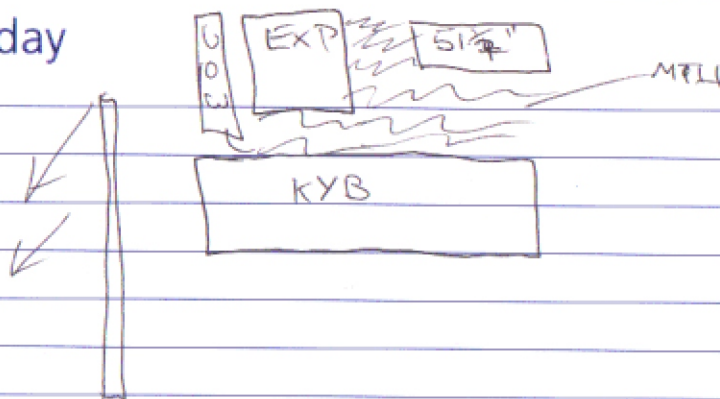
18 Monday

WEEK 29



19 Tuesday

WEEK 29



20 Wednesday

WEEK 29

+ 120 DC

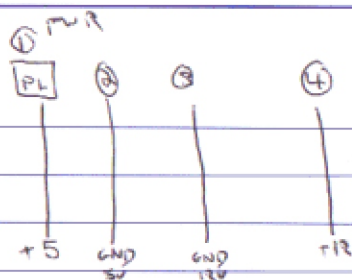
+ 50 DC

600 20 DC

600 120 DC

July 1988

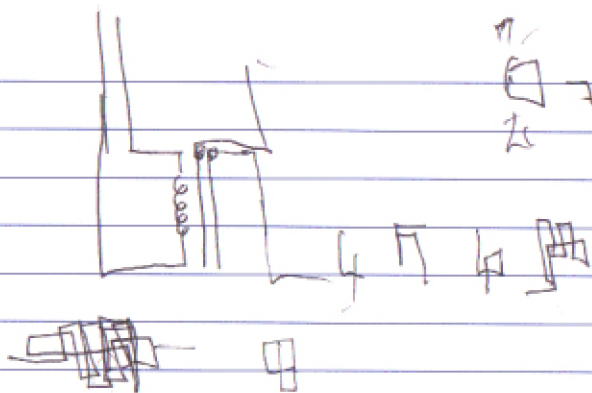
WEEK 29



Thursday 21

+5VDC → BUS for cards  
+12VDC → PWR CONNECTOR  
GND → BUS.

WEEK 29



Friday 22

WEEK 29



Saturday 23

WEEK 29

Sunday 24



August 1988

WEEK 31

Thursday 4

13 = FISHER

~~14~~ = BOSTOCK

3 = FAIR

27 = BLOOMFIELD

29 = CORNES

18 = BIRD

20 = COPPING

46 = BARRETT

21 = CLARKE

9 = HARFIELD

8 = CHILVERS

24 = HILBOURNE

36 = CALVERT

2 = HILLIER

48 = BROWN

1 = HORDER

WEEK 31

Friday 5

30 = JONES

32 = KIRK BRIDF

7 = MORRIS

26 = MOULD

23 = MUNDY

31 = PURVIS

34 = ROBINSON

22 = STOCKMAN

11 = STRIPLING

40 = SWAN

54 = SWINTON

50 = TAYLOR

15 = WHEADON

17 = WILLIAMS

WEEK 31

Saturday 6

WEEK 31

Sunday 7

August 1988

WEEK 32

OFF3 = LINE FEED + CR Thursday 11

1000 = MESSAGE ~~END~~

1016 = PORT!

101C = Time Out

1026 = I/O Error

1031 = ~~Printer Selected~~ Port is selected

1043 = Out of paper

1051 = Acknowledged

105E = Port not busy

WEEK 32

Friday 12

OFF0 = Start address

106D = PROGRAM BEGIN.

1084 = LOOP

1100 = TOUT

1130 = PRINT MESS

WEEK 32

Saturday 13

WEEK 32

Sunday 14

1988 August

RUFUS - STATION

## 22 Monday

WEEK 34

WINDOW STATEMENT

SETUP = CONFIG/COLOUR/WORKING FILE

XT, YT	TYPE	TITLE
(SIZE) 0 → 99	0 → 99 (0-9)	

## 23 Tuesday

8086 SYSTEM COMMAND CODES

WEEK 34

~~D~~ = FILES ON DISC IN 8086 DRIVE (0 = NO FILES / 1 = BAD / 2 = OK)

R = RAM FILES (0 = NONE / 1 = FULL / 2 = OK)

~~R~~ + = RECALL SETUP IN 8086

\* = PLACE SETUP IN 8086

L = LOAD FILE

S = SAVE FILE

E = ERASE FILE

N = MAKE NOISE/SOUND

## 24 Wednesday

WEEK 34

U = USE VIDEO FUSION (COMMAND SHOW UP FOLLOWING)

C = RS-232C (FOLLOWED BY CODE FORMAT)

P = USE LINE PRINTER (HELD IN MEMORY)

I = INFORMATION → EXTRA COMMANDS

M = MEMORY ACCESS

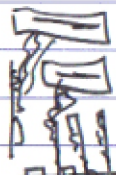
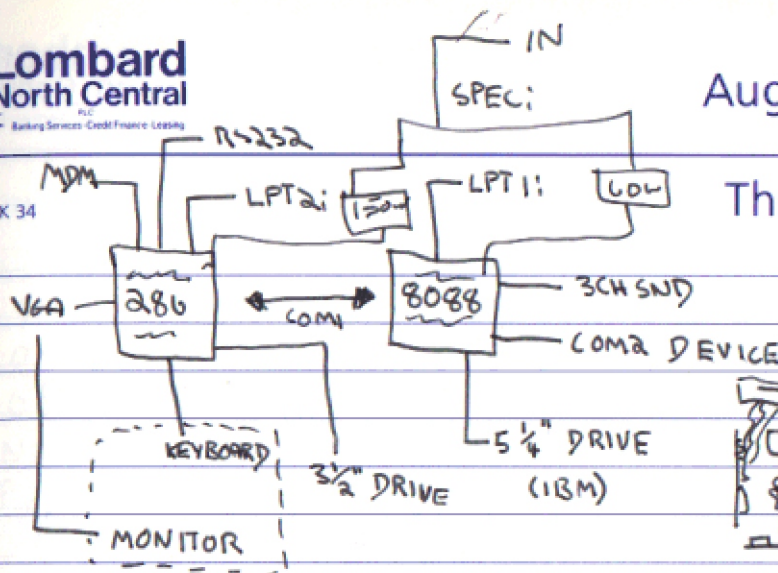
O = SHELL TO UNKNOWN APPLICATION



August 1988

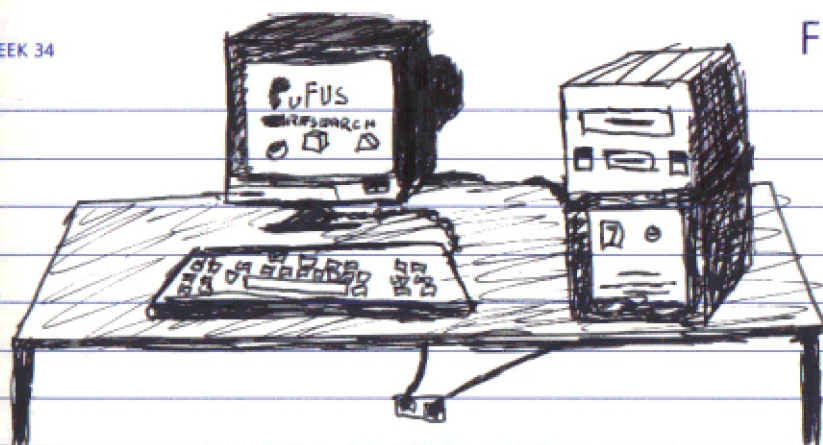
Thursday 25

WEEK 34



WEEK 34

Friday 26



WEEK 34

Saturday 27

FULL POWER WORKSTATION  
SYSTEM BIOS → TWIN DRIVE SYSTEM

INTERNAL RS COM

MDM INTERFACE

TWIN RS-232

VGA 250K GRAPHICS

1MB 3 1/2 DRIVE

360K 5 1/2 DRIVE SWITCHABLE

150W 286 PSU

60W MATH PSU

80286 PROCESSOR

CO 8088 ONLINE UNIT

1 → 4MB 8086 MEMORY

640K 8088

TWIN LPT FOR

Sunday 28

NORTON 16MHZ SPEED

+ 8MHZ SND

6 16bit compact disks

1988 August

29 Monday

SUB ROUTINES

WEEK 35

INP = DISPLAY INFORMATION IN 'IN\$'

KIN = KEYBOARD INPUT STRING IN T\$, UP TO TT (LEN)

CL = COLOUR FOR TEXT, CLR = COLOUR FOR MARKS (SPC)

XT = TEXT 'X', TEXT 'Y' CO-ORD.

FILE = (1) FOR FILENAME (0) FOR NORMAL (DEFAULT)

NUM = (1) FOR NUMERIC (0) FOR NORMAL (DEFAULT)

NM = HIGHEST NUM VALUE: T2\$ = ADD TO T\$ STRING

30 Tuesday

WEEK 35

STR	N\$ = DATA > 9999
STR	F\$ = FIELD NAME DATA > 99
NUM	FL = LEN NAME DATA > 99
FLAG	FLD = FIELDS COMPLETED

31 Wednesday

WEEK 35

FILE TYPE

Q

WEEK 35

Thursday 1

IN\$ = INFORMATION STRING

INF = INFORMATION DISPLAY ROUTIN

OP = OPTION SELECTED - (FROM TOP)

OO = MENU OPTION

N2 = AMOUNT OF RECORDS

F2 = AMOUNT OF FIELDS

TITLE\$ = TITLE OF DATABASE

EXTRA\$ = EXTRA INFORMATION ON DATABASE

WEEK 35

CURSOR KEY ASCII TABLE CODES Friday 2

← CHR\$(0) + K

→ CHR\$(0) + M

↑ CHR\$(0) + H

↓ CHR\$(0) + P

PG UP = CHR\$(0) + I

PG DN = CHR\$(0) + Q

HOME = CHR\$(0) + G

WEEK 35

Saturday 3

NWF = NEW FILE FLAG (0 = NEW / 1 = OLD)

WEEK 35

Sunday 4



1988 September

WRK

BIOS

FILE  
5 Monday

WORKSTATION COMMANDS - VIA RS-232C

WEEK 36

- X ! = FIND DATAFILE - PNT STATEMET OR DATA
- X E = LOAD DATAFILE !END! = END OF FILE, [LENGTH]
- X \$ = SAVE DATA FILE !@S = START, !@E = End
- % = APPEND DATAFILE !@S = START, !@E = End
- X ^ = LIST DATAFILES END, END, FILES, MEMORY
- & = MEMORY UPLOAD (LOAD)
- &# = MEMORY DOWNLOAD (SAVE)

PRINTER  
6 Tuesday

ERROR TABLE \* \* \* WEEK 36

\* = PRINT STRING TO INPR

\*+ = RESET PRINTER

ERRORS

1 = BAD FILENAME

2 = COMMAND WRONG

3 = FILE ALREADY EXISTS

4 = OUT OF SPACE

5 = NO SUCH FILE

6 = RS232 ERROR

7 = PRINTER ERROR

8 = SYSTEM ERROR

9 = BAD SYSTEM COMMAND

10 = NO DIRECTORY PRESENT

7 Wednesday

COMMUNICATIONS

= SEND STRING TO RS232

- SET RS232 PARAMETERS

# OFF = OFFLINE

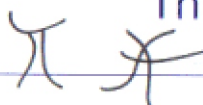
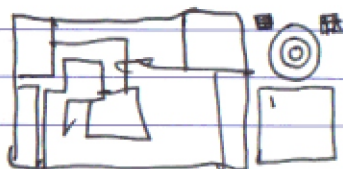
SYSTEM

# RUN = SYSTEM RESET

September 1988

WEEK 36

Thursday 8



FILE 1 = SYSTEM

FILE 2 = OUTPUT

FILE 3 = INPUT

210 = CHECK DIRECTORY FOR FILE IN FB, IF FOUND FL=1

WEEK 36

Friday 9

$(5, 3) - (335, 117) = \text{MAIN DISPLAY}$

$(380, 20) - (610, 100) = \text{WINDOW}$

14 = 4. STEPS

MESSAGES

WEEK 36

Saturday 10

@! = SYSTEM MESSAGE REPORT (ADDED PREFIX)



ER = ERROR + CODE

WEEK 36

PNT = PRINT((x, y), COLOUR) TEXT

Sunday 11

SND = SOUND FREQ, + DURATION

END = PROGRAM ENDS

1988 September

12 Monday

WEEK 37

~~PLAN DA~~

CITY DEFENCE

FLIGHT PATH 737

FORTRESS UNDERGROUND

HACKER 2

NIPER

FOOTMAN

13 Tuesday

WEEK 37

MODULATOR

V3 KILKSTART

ALL SYSTEM DISCS

14 Wednesday

WEEK 37



September 1988

Thursday 15

WEEK 37

1 = AZ

230 = SP

852 = A2

72 = ST

247 = MN

861 = A3

107 = PR1

503 = RK

890 = A4

125 = PR2

609 = BU

909 = A5

173 ~~173~~ = PR3

628 = RV

~~911~~

189 = PR4

658 = HL

198 = SR

766 = LP

215 = SL

845 = AI

Friday 16

WEEK 37

SEGMENT -25906

START 0

END 3964

SEGMENT = -26615

START = 2A(0)

Saturday 17

WEEK 37

Sunday 18

WEEK 37

1988 September

REG

REGISTERS:

19 Monday

GENERAL & PURPOSE

WEEK 38

WORD

BYTE

AX (AL) ARE

ACCUMULATORS

AX

AL

AH

BX

BL

BH

CX

CL

CH

DX

DL

DH

(AH) TYPICAL FOR  
MODE SELECTION

16 BIT

LOW

HIGH

8 BIT

20 Tuesday

SEGMENT REGISTERS

WEEK 38

CS - CODE SEGMENT REG

DS - DATA SEGMENT REG

SS - STACK

ES - SIM TO DS (NO USED MUCH)

21 Wednesday

WEEK 38

POINTER REGISTERS

INDEX REGISTERS

SP - STACK POINTER (LEAVE)

BP - GENERAL PURPOSE

DI - GENERAL PURPOSE

SI - GENERAL PURPOSE

ODITSZAPC  
ODITSZAPC

September 1988

WEEK 38

INACCESSIBLE REGS

Thursday 22

(INTERNAL) AUTUMN BEGINS

ST - (STATUS, FLAG, PSW) REGISTER

PC - PROGRAM COUNTER (INSTRUCTION POINTER)  
POINTS TO NEXT INSTRUCTION TO BE EXECUTED

WEEK 38

STATUS REGISTER LAYOUT

Friday 23

O D I T S Z A P C

OVERFLOW

Direction

Auxiliary

OH

~~DEAR~~

Interrupt

Parity

ITS

Trap

Carry

ZAP ~~PSW~~

Sign

C

Zero

(✓)

WEEK 38

Saturday 24

WEEK 38

Sunday 25



1988 September

26 Monday X

WEEK 39

MON

GLOBE (14, 17) - (60, 39) (A) (B)  
PR01 (80, 20) - (113, 37) (R)  
PR02 (21, 47) - (46, 54) (R)  
PR03 (59, 49) - (40, 57) (R)  
PR04 (87, 50) - (99, 55) (R)  
SHIP → (131, 50) - (155, 56) (S)  
SHIP ← (169, 56) - (195, 51) (S)  
SHIP + (209, 50) - (234, 56) (S)  
MONSTER (476, 73) - (556, 118) (M)

27 Tuesday X

W

ROCKS1 (208, 16) - (332, 38) (R)  
BUDBLE (274, 50) - (295, 60) (B)  
ROVER (310, 50) - (344, 60) (R)  
HILL1 (356, 44) - (434, 64) (H)  
LAND PAD (450, 49) - (520, 65) (L)  
SATELLITE (360, 12) - (387, 27) (S)  
~~SALAD (545, 10) - (582, 23) (S)~~  
AST1 (151, 24) - (162, 27) (A)  
AST2 (136, 17) - (150, 22) (A)  
AST3 (168, 16) - (193, 22) (A)  
AST4 (172, 26) - (199, 36) (A)  
AST5 (203, 17) - (251, 36) (A)

28 Wednesday X

WEEK 39

"SPDAT.BIN"

16320

16350 + 40 = 16390 → 16160

SEGMENT = 19367

LENGTH = 230

START = 16160



September/October 1988

WEEK 39

IBM CODES

X Thursday 29

11 = HOME

12 = CLS

13 = C/R

~~14 = F~~

10 = LINE FEED

7 = BELL

11 = START OF LINE

WEEK 39

~~\* SEIRVER \*~~

X Friday 30

VT = 1

VT = 0

15 = ENTER / NEW LINE

20 = CLS

21 = INVERSE ON

22 = INVERSE OFF

25 = ENTERLINE, LN = LEN STR

30 = INKEY\$ TYPE COMMAND

WEEK 39

24 = START + DELETE LINE

X Saturday 1

WEEK 39

230 = DISPLAY ALL FINDS

Sunday 2

1988 October

3 Monday X

WEEK 40

TANDY 1000HX RS23C BOARD

4 Tuesday X

WEEK 40

5 Wednesday X

WEEK 40

1988 October

10 Monday X

WEEK 41

11 Tuesday X

WEEK 41

12 Wednesday X

WEEK 41

October 1988

WEEK 41

Thursday 13

000010300 POP DI - IP

POP SI - CS

PUSH DS

~~MOV AX, SI~~

MOV DS, SI

MOV AH, CD

MOV AH, 20

MOV [DI], AX

POP DS

000010014 = 00,03,00,00

WEEK 41

Friday 14

PUSH SI

PUSH DI

IREI

WEEK 41

Saturday 15

WEEK 41

Sunday 16



1988 October

17 Monday

WEEK 42

SNAP

20 = CENTER (0 FORCE)

30 = RIGHT (+10 FORCE)

10 = LEFT (-10 FORCE)

18 Tuesday

WEEK 42

ARRIVAL X

WD / CL / PV / SN / XX

$$DR = (80 - XX) + [(SN * SK) SK > 1] \text{ conditional}$$

WIND X

$$DR = DR + (WD * ((PW/8) * CL))$$

ARRIVAL

$$DY = 170 - ((PW * (5 - CL)) / 3) \quad \downarrow \text{VERIBLE}$$

19 Wednesday

WEEK 42

WIND Y - NA

P // PX MOVEMENT

~~DR~~

$$MV = PX - (DR/2)$$

$$PX = PX + MV$$

300 OVER DISTANCE

500 TIME ZONES

330 GAME OVER

400 NEXT HOLE

October 1988

WORLD GOLF TWO

©1990

WEEK 42 MAIN SYS

GRAPHICAL FLAGS

Thursday 20

S / SCORE	
SHT / SHOTS	TREE1 = 0 OR 1 - SHORT
HOLE / HOLES PLAYED	PX = HOLE X CO-ORD
NM# = PLAYER - ?	TREE2 = 0 OR 1 - TALL PINE
SK = SKILL	TREE3 = 0 OR 1 - BUSH TREE
DIS = DISTANCE	TREE4 = 0 OR 1 - COMPLEX BUSH
CL = CLUB	
WD = WIND (+/-)	
INC VALUE	

WEEK 42

Friday 21

HILL 1 = 0 OR 1 - ROLLING  
HILL 2 = 0 OR 1 - GRADUATING  
HILL 3 = 0 OR 1 - SPIKE  
FENCE = 0 OR 1 - BACKGROUND  
CITY = 0 OR 1 - CITYSCAPE  
BIRDS = 0 OR 1 - BIRD SKY

CLUB LOOKUP TABLE

Saturday 22

WEEK 42

1 = DRIVER	CL = CLUB VARIABLE
2 = 4 IRON	
3 = 8 IRON	
4 = PUTTER	

WEEK 42

Sunday 23

SCAPE VARIABLES

BRITISH SUMMERTIME ENDS

DR = X DIRECTION // DT = Y DIRECTION  
MV = PX MOVEMENT DIRECTION

1988 October

24 Monday

A-9 ( $\emptyset = 10$ ) / ( $A = 1$ )

WEEK 43

C = Clubs

A = ACE

S = Spades

J = Jack

D = Diamonds

Q = Queen

H = Hearts

K = King

C♠ = Com Str

CS = CASH

BT = BET

D♠ = Deal

CM = MAX CASH

PL = PLAYER

25 Tuesday

$\emptyset \rightarrow 39$

CC = CASH TOTAL

WEEK 43

40

1 = PLY

↓

2 = MAX

$\emptyset \rightarrow 239$

~~180 = ~~ATB~~ BRUNO CSH~~

160 = BRUNO CSH

140 = TAG

$C = (CM/2) + FIX(RN \times X)$

26 Wednesday

WEEK 43

200 = DEAL -

230 = DEAL TAG

CP = POS IN STACK

2, 9, 16, 23, 30, ~~37~~

$T/X = 255$

~~40 = TOTAL~~

TT = TOTAL

220 = BLANK DEAL

PT = PLY TOT

300 = DEAL COMPLETE

400 EVALUATE

320 = MAX PLY TAG

PB = PLY BET



October 1988

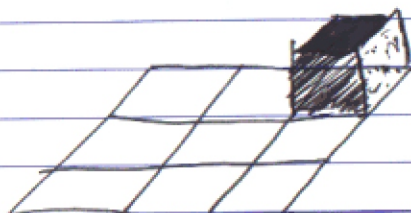
WEEK 43

Thursday 27




WEEK 43

Friday 28



WEEK 43

Saturday 29

WEEK 43

Sunday 30



1988 October/November

31 Monday PIN OUTS - MULTI

WEEK 44

1 @ = COMM - 6V	9 @ = LOCKOUT OP
2 @ = + 6V	10 @ = COMP COM
3 @ = + 3V	11 @ = LEFT
4 @ = - 3V	12 @ = RIGHT
5 @ = TEL1	13 @ = UP
6 @ = TEL2	14 @ = DOWN
7 @ = TEL3	15 @ = COMP COMA
8 @ = TEL4	

1 Tuesday

WEEK 44

16 @ = VID1 COM	24 @ = VID3 COM
17 @ = VID1 SIG	25 @ = <del>VID</del> 3 SIG
18 @ = AUD1 COM	26 @ = AUD3 COM
19 @ = AUD1 SIG	27 @ = AUD3 SIG
20 @ = VID2 COM	28 - 33 = RS232 SIGS
21 @ = VID2 SIG	
22 @ = AUD2 COM	
23 @ = AUD2 SIG	

2 Wednesday

WEEK 44

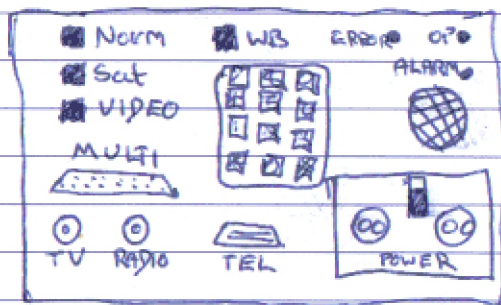
34 @ = <u>X</u>	42 @ = <u>7</u>
35 @ = <u>X</u>	43 @ = <u>8</u>
36 @ = <u>1</u>	44 @ = <u>9</u>
37 @ = <u>2</u>	45 @ = INSTRUCTION OK LD
38 @ = <u>3</u>	46 @ = ERROR LD @ COM
39 @ = <u>4</u>	47 @ = POWER LD @ COM
40 @ = <u>5</u>	48 @ = ALARM LD @ COM
41 @ = <u>6</u>	49 @ = SOUNDER
	50 @ = SOUNDER COM

#X

November 1988

WEEK 44

Thursday 3



WEEK 44

MULTI SPEC

Friday 4

COM VIDEO/AUDIO CH1-CH3

TEL + LOCK OFF

RS-232 MAIN CHANNELS

COMPUTER CONTROL PCK

ALARM/SYSTEM PROGRAMING

WEEK 44

Saturday 5

	NM	VHF	1	12UDC
	SAT	VHF	2	- 12V
	WB	VHF	3	
	RD	VHF	3	

WEEK 44

Sunday 6

1988 November

① 5

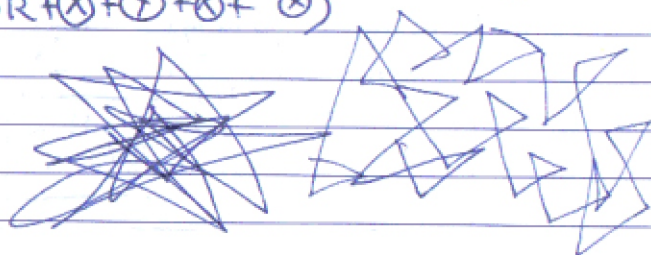
Week ①

7 Monday VIDEOFUSION = COMMAND CODES

WEEK 45

! = ASCII TEXT (+COLOR + (X) + (Y) + # LETTER)

\* = LINE (+COLOR + (X) + (Y) + (X) + (Y))



8 Tuesday

WEEK 45

RS232C → 9600 BAUD

360K EXPANSION

2X IBM JOYSTICK

3 CHANNEL SOUND

VGA GRAPHICS BOARD

2400 Baud Modem

CLOCK MODULE

PINTER

9 Wednesday

WEEK 45

2ND DRIVER

5 1/4" 360K DISC DRIVE

TERMINAL EMULATION

IBM/CPM EMULATOR.



November 1988

WEEK 45

Thursday 10

2 JOYSTICK PORTS CPU = 4086  
MOUSE V30

RS-232C

UHF MODULATOR

CENTRONICS

HI-FA OUTPUT // STEREO

3.5/5.25" DISC

1MB MEMORY

4 CH SOUND

BUILT IN

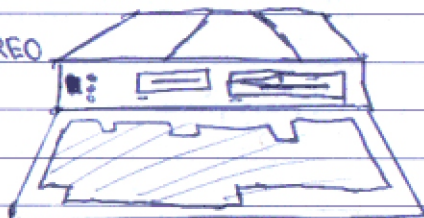
EGA/VGA

SOFTWARE

15 MHZ

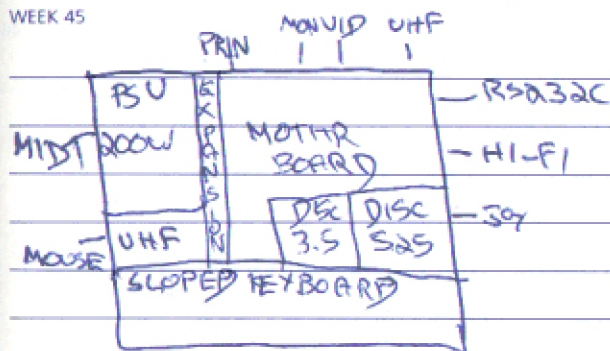
MIDI

2 JOYS/MOUSE / TV LEED / DISCS/BATS/PIRE CLOCK



WEEK 45

Friday 11



CPM  
VID ROM  
IBM XT COMPAT

EXPANSIONS

Saturday 12

WEEK 45

Sunday 13



DISC

November 1988

WEEK 46

Thursday 17



IF A FILE IS ACCIDENTALLY  
ERASED - DON'T WRITE ANYTHING  
TO THE DISC!

=> IF YOU WRITE 1K OF DATA, 1K IS  
REMOVED FROM THE FILE.

WEEK 46

Friday 18

FORMATED DISCS ARE ALL MOST  
IMPOSSIBLE TO RECOVER FROM!



DISC (DIRECTORIES) ONCE LOADED  
ARE STORED IN RAM.

WEEK 46

Saturday 19

40 TRACK  
POBBLE SIDED - POBBLE DENSE  
TWIN HEADS

WEEK 46

Sunday 20

DEBUG - DISC EDITOR  
U-FILE, U-FORMAT, U-ZAP - TOOLS

1988 November

MEMORY MAP  
TANDY

21 Monday

WEEK 47

SCREEN MEMORY / CODES

~~\$HB800~~ → ~~HB~~ \$H4000

MODE 3 = COLOUR

~~1ST =~~

MODE 1 = COLOUR

~~2ND =~~

MODE 0 = COLOUR / CHR

~~3RD =~~

MODE 2 = COLOUR

WEEK 47

CACHE = BUFFER



DON'T USE  
RECOVER!

.REC' FILES HAPPEN  
WHEN USER USES  
RECOVER TO FILES

23 Wednesday

WEEK 47



M: 5-6



EX

November 1988

4.28

WEEK 47

Thursday 24

FOUND IT!



90

THE EX ADDRESSING FOR HX MULTI COLOUR  
GRAPHICS!

EX HAS GOT THE CORRECT DRIVER IN BIOS FOR  
HI-RES COLOUR. BUT IT HAS NEVER BEEN EXPLOITED.  
UNTIL NOW!



TAILOR

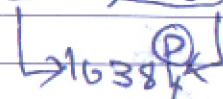
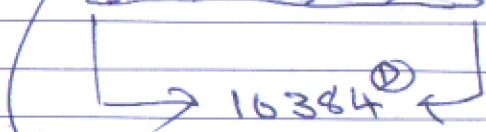
WEEK 47

IBM EMULATION  
MGA, MCGA, CGA, 160

STANDY EXTRA  
EGA, HERC

Friday 25

⇒ EN/4X



32768 ⇒ MGA, MCGA, CGA, 160  
+ EGA, HERC

THE 'SECRET' MODES

ARE 5 AND 6 (DECIMAL NOT HEX)

WEEK 47

Saturday 26

MODE 5 = 320 x 200 (16 COLOURS)

MODE 6 = 640 x 200 (4 COLOURS) ST2

WEEK 47

Sunday 27

USES AN EXTRA 16KB WHEN  
ACTIVATED.

⇒ FROM STACK SPACE ⇒ MS-DOS



1988 November

(4) 2

28 Monday

WEEK 48

Small tree - (10, 16) - (24, 34) = A

Large tree - (34, 12) - (60, 44) = B

SC 4

Cloud - (4, 62) - (52, 74) = C

Club position - (70, 72) - (86, 84) = D

Club swing - (100, 72) - (106, 86) = E

Old - (6, 100) - (36, 108) = F

29 Tuesday

WEEK 48

Willow Tree small (69, 130) - (77, 142) = h

Willow Tree large (82, 120) - (106, 144) = M

Desert Tree small (18, 146) - (30, 162) = ~~A~~ Q

Desert Tree large (38, 150) - (62, 170) = O

Oasis (66, 154) - (90, 172) = ~~R~~

Old stone small - (70, 30) - (90, 40) = T

Old stone large - (98, 44) - (136, 48) = U

30 Wednesday

WEEK 48

ST ANDREW'S DAY

Bird = A1 - (124, 76) - (130, 84) = A9

Small tree = A2 - (138, 76) - (150, 90)

Med1 tree = A3 - (156, 78) - (168, 98)

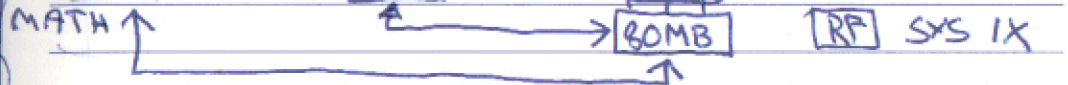
Med2 tree = A4 - (186, 76) - (208, 114)

Large tree = A5 - (124, 138) - (134, 144)

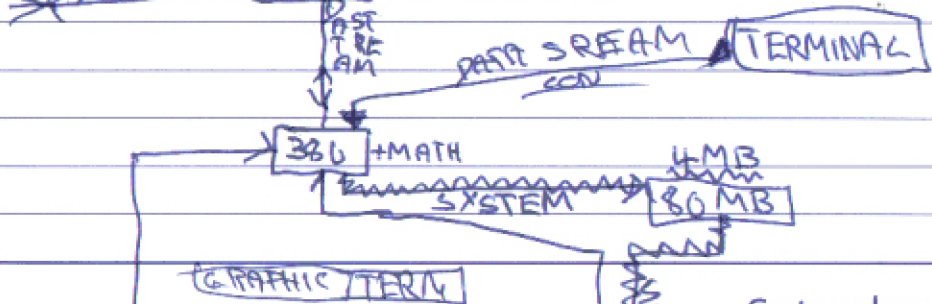


24

v 1



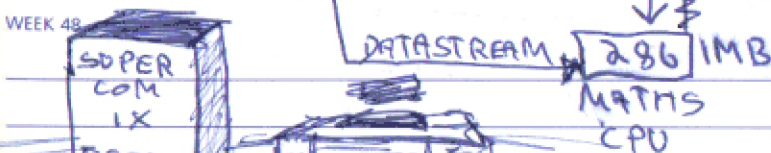
Friday 2



### Saturday 3

VIRTUAL

## Sunday 4



(SOFT)

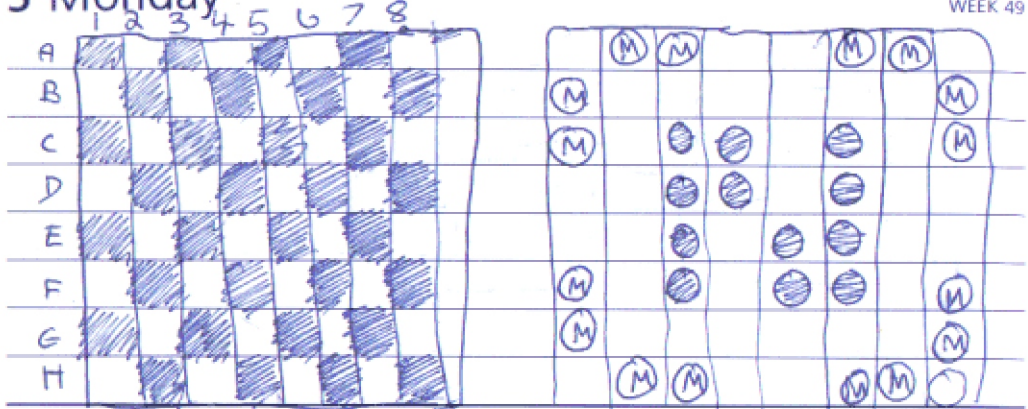
1988 December

⑤

TACTILE - TANDY

5 Monday

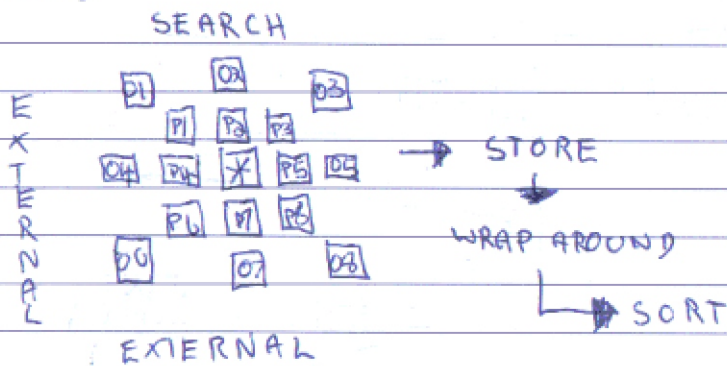
WEEK 49



6 Tuesday

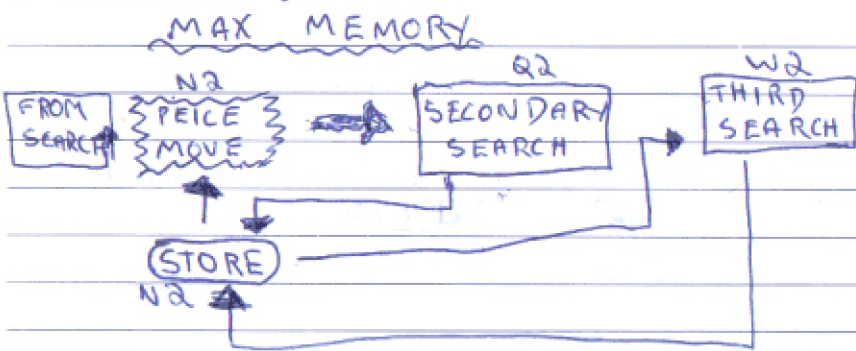
PROGRAMMING - SPEC

WEEK 49



7 Wednesday

WEEK 49

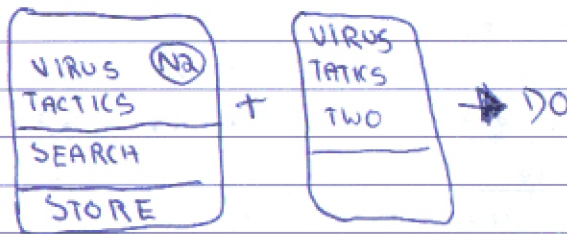


December 1988

TACTILE - TANDY  
MAX CREATE MOVE

Thursday 8

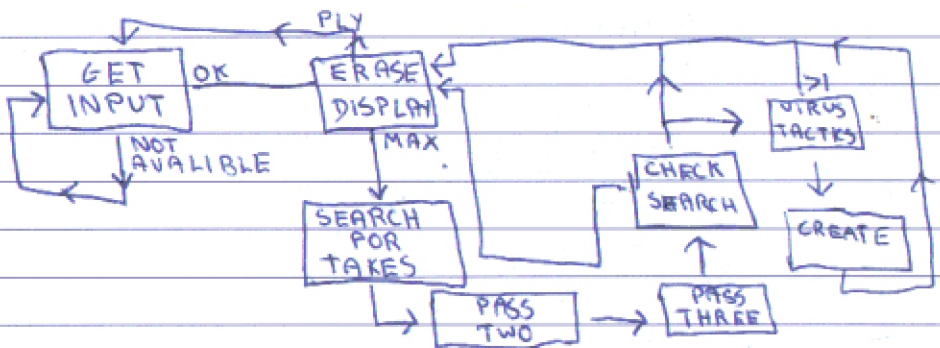
WEEK 49



COMPLETE WORKING DIAGRAM MAX

Friday 9

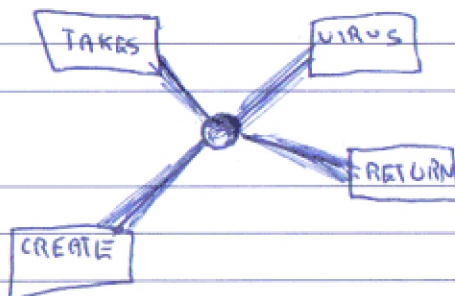
WEEK 49



MAX OPERATION

Saturday 10

WEEK 49



Sunday 11

WEEK 49



1988 December TACTILE - TANDY

12 Monday

RULES

WEEK 50

The player uses blue counters for his moves and MAX uses the red counters.

The object of the game is to change all of MAX's counters to blue, or eliminate all of the red counters.

This can be done in two ways!

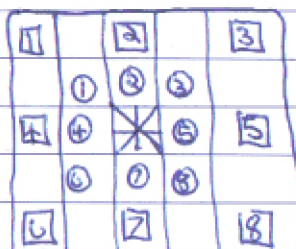
By taking, and infection.

13 Tuesday

TAKING

WEEK 50

The player can take a red piece in the way described below.



\* = Selected square

○ = Opposite piece

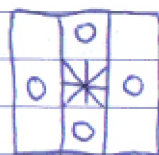
□ = Moved to square

(pieces taken in diagonal)

14 Wednesday INFECTION

WEEK 50

Infection takes place on the piece directly next to the moved piece.



\* = Selected square

○ = Infected square

↳ ○ = a red piece then that piece is changed to blue (player's colour)

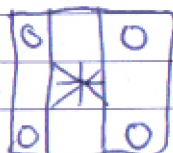


MAX INFECTION

WEEK 50

Thursday 15

Max has a diagonal infection pattern:



\* = Max's moved piece

o = Infected square

If o = one of your pieces then your piece will become red. Only pieces which correspond to the above pattern will be affected.

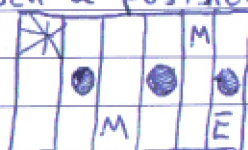
Extra notes

WEEK 50

Friday 16

If you move to a new square where one of Max's pieces is diagonally above or below your piece then your piece will then become infected.

Max can take pieces if more than one is another piece is in such a position described below.



E = END

\* = START

● = TAKEN PIECE

M = MOVED SQUARE

MAX INFORMATION

WEEK 50

Saturday 17

Max is a highly developed intelligence module capable of tactical moves and synthetic thinking on behalf of both players.

WEEK 50

Sunday 18

Max has been developed over 3 years in several forms. Now Max ~~has~~ has been programed into Tactile and can challenge the most advanced player.

Never underestimate Max.

# = QUASAR =

1988 December

**Lombard**  
**North Central**  
P.L.C.  
Banking Services - Credit Finance - Leasing

QUASAR - TANDY

19 Monday \* JOYSTICK ONLY

10 COLOUR  
HI-RES

WEEK 51

You are the pilot of the starfighter which has the lasty task of defendng the solar system from the Alien garason of fighters from Quasar. They are coming here to seek out a new planet ~~from~~ for new colliens. And will stop at nothing to achieve ~~for~~ their goal.

20 Tuesday NOVELA

WEEK 51

Your starfighter is powered by plasma crystals, from which all of the ships systems are powered by. As this is so, energy is used up constantly by life supporting and other systems.

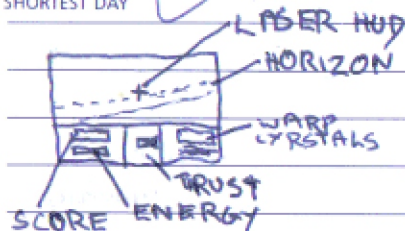
Extra energy is used when you fire the laser canon, or when the ship has been hit by an enemy laser, or has collided with an enemy space craft.

21 Wednesday DISPLAY AND OPTIONS

GROUND  
STAGE

WEEK 51

SHORTEST DAY



PLASMA  
BASE



WARP  
CRYSTALS

PBC'S ARE FOR ENERGY CRYSTAL

WC'S ARE FOR STAR GATES



TO LOAD TYPE: RUN 'STAR'

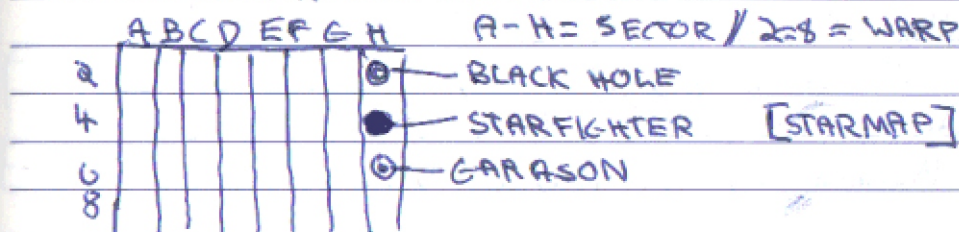
December 1988

# GROUND STAGE

WEEK 51

Thursday 22

BY PRESSING SPACE BEFORE FIRE WILL CALL UP THE STAR MAP OF THE GALAXY FROM THIS YOU CAN WORK OUT YOUR NEXT STRATEGY.



# WARPING

WEEK 51

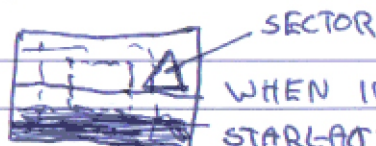
Friday 23

TO WARP TO ANOTHER QUADRANT YOU FIRST NEED THE CORRECT NUMBER OF 'WARP CRYSTALS'. IF YOU HAVE COLLECTED THE RIGHT AMOUNT FOR A QUADRANT, A DISPLAY WILL COUNT YOU DOWN. TO WARP ~~THE~~ YOU MUST HIT A PLASMA BASE TO MAKE THE CRYSTALS ACTIVE. WHEN THIS IS DONE YOU WILL THEN BE IN WARP DRIVE FROM WHICH YOU CAN ~~SEE~~ ENTER THE DESIRED SECTOR.

# WARP STAGE

WEEK 51

Saturday 24



WHEN IN WARP YOU WILL SEE THE STARGATES TO THE CORRESPONDING

WEEK 51

SECTOR GOING PAST YOU.

Sunday 25

TO ENTER A STARGATE AND THEREFORE A SECTOR, SIMPLY TILT THE SPACECRAFT TO THE DIRECTION OF THE STARGATE UNTIL IT IS CENTRED ON THE DISPLAY.

CHRISTMAS DAY



1988 December



26 Monday

WEEK 52

BOXING DAY

Document - (8,18) - (22,40) = A

PRINTER - (26,22) - (46,40) = B

Monitor - (50,26) - (68,40) = C

DISC IN USE - (72,22) - (90,38) = D

Ready to type = (96,22) - (122,40) = E

No Memory left = (126,24) - (144,40) = F

27 Tuesday

WEEK 52

BANK HOLIDAY

OK - (2,48) - (16,56) = G

Cont., - (24,48) - (66,56) = H

☑ = (72,48) - (78,56) = I

☒ - (82,48) - (90,56) = J

☐ - (94,48) - (100,56) = K

IT - (104,48) - (120,56) = L

28 Wednesday

WEEK 52

Title - (1,62) - (44,68) = M

PRICE = 50

CODE = 150

INVO = 250



SM



2 MAX, ZIP

TX



BLOX.ZIP

S  
T



FULL RANGE  
OF RS SOFTWARE  
+ APPS.

SOFT

CAR PARK

PRIVATE  
CAR PARK

TRAIN STATION

GO OFFLINE  
MEETS

GRATUITÉ

G15 = 18M FREE

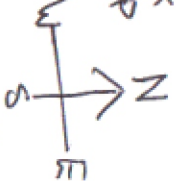
G21 = 1100 FREE

INN

NEWS  
AGENTS

CRIMINALS

MAX  
+5500



COMPUTING NEWS

DATA SPACE  
MAP

GAMES FOR  
SALE

263 - PAT HU 97 → A (South)  
270 - PAT WA → A (South)

1000 = PLACEMENT FOR FREE 18M  
1100 = PLACEMENT FOR FREE 100

W



GAME1.ASC

= ASCII IBM FREE FILE

GAME2.ASC

= ASCII TANDY 102 FREE FILE

MAIL.ASC

= MAIL ORDER CATERLOG

BLUE  
RED  
MAGENTA  
GREEN  
CYAN  
YELLOW  
WHITE

U

VW

X



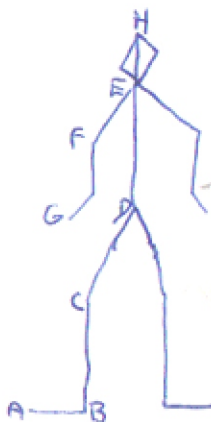
W

5 INPUT F\$  
 10 OPEN F\$  
 15 SEARCH ALL RECORDS  
 20 FIND VARIABLES ABCD  
 25 PRINT HOW MANY A's B's C's and y's  
 30 CLEAR SCREEN  
 35 DRAW BAR GRAPH  
 40 SCALE Y=N STEP 2  
 45 SCALE X=ABCD  
 50 DRAW N BARS  
 55



TANDY 1000 EX  
 250 OUTPUTS

+5v 3A  
 +12v 1.2A  
 -12v 0.1A



IBM  
 TANDY

102 PORT

Y



## LANDSCAPES

3+20

~~3+20~~ CRAVAS

3+70

MOUNTAINS (SWISS)

2+2

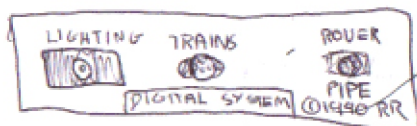
ALPS

4+6

BLACK FOREST

2+99

LANDS END



+5v 15A

+12 5A

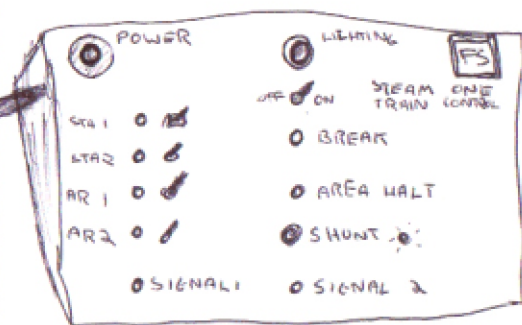
-5 .3A 300ma

-12 .5A 500ma

Z



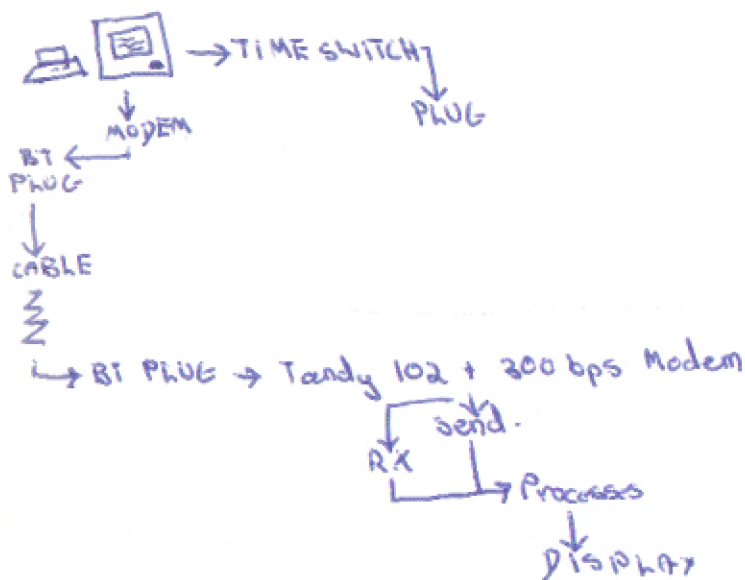
Rear



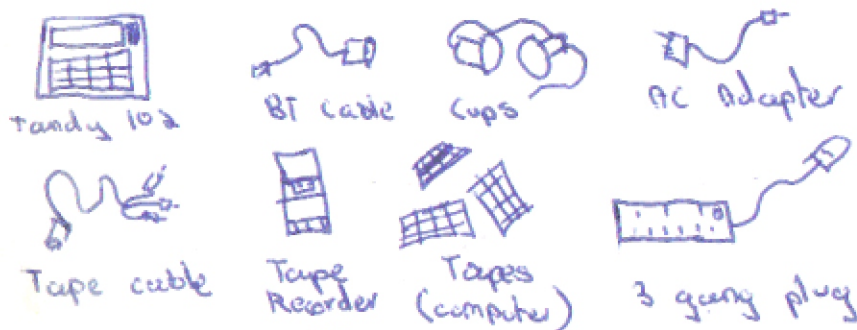
X

Y Z

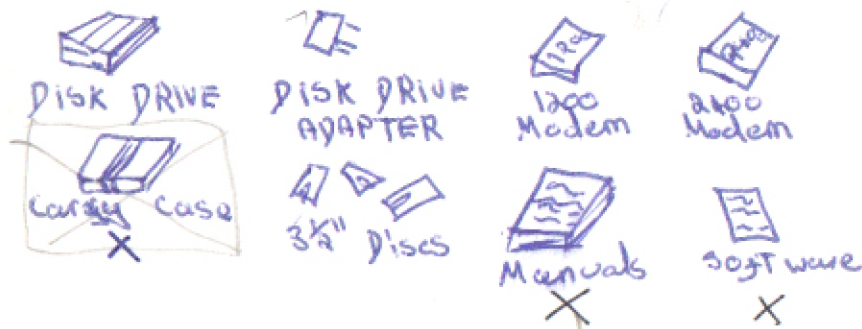


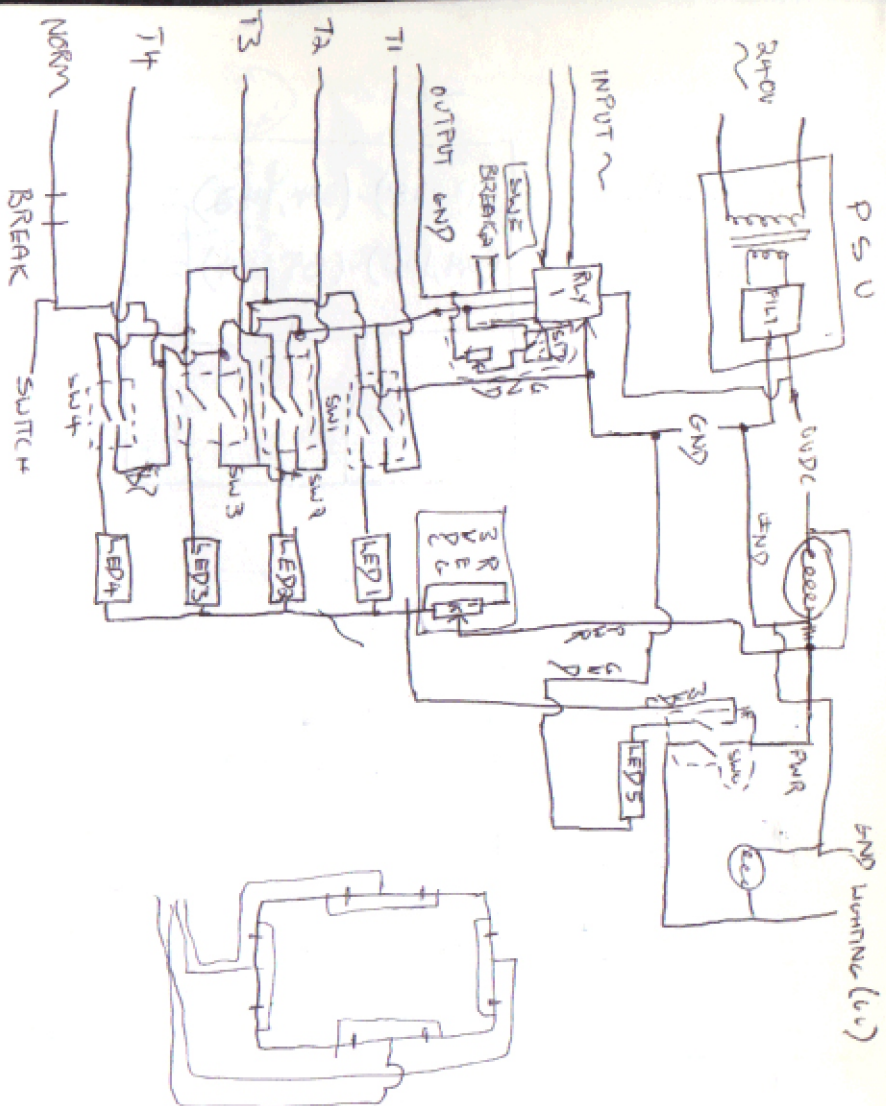


All inclusive portable workstation



OPTIONS





Tropic small =  
Tropic large =

$$(12, 128) - (24, 142) = J$$

$$(39, 120) - (59, 144) = K$$

